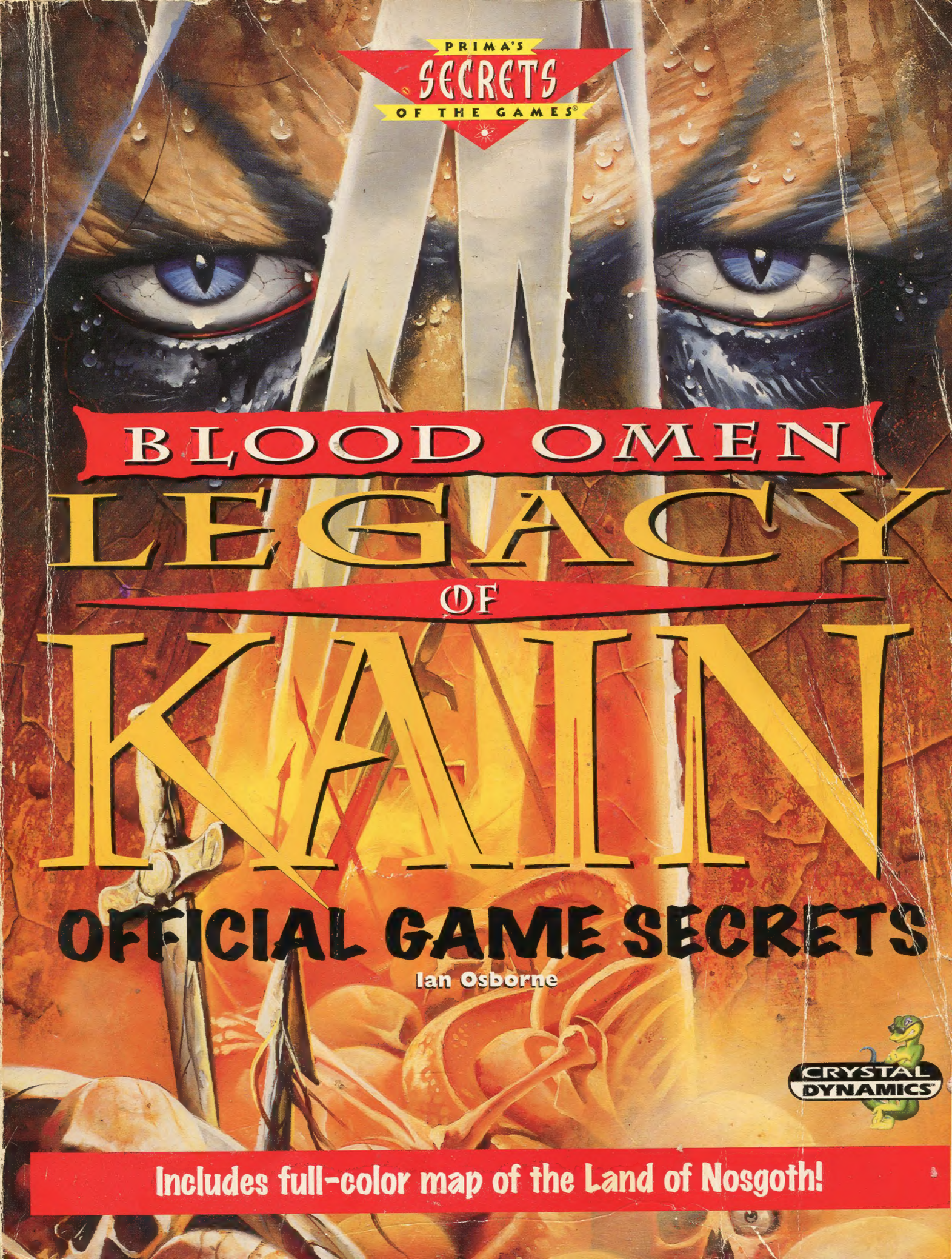

PRIMA'S
SECRETS
OF THE GAMES®
BLOOD OMEN
LEGACY
OF
KAIN
OFFICIAL GAME SECRETS
Ian Osborne
CRYSTAL DYNAMICS
Includes full-color map of the Land of Nosgoth!

BLOOD OMEN
LEGACY OF KAIN™

OFFICIAL GAME SECRETS

is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.

PRIMA and Prima Publishing® are registered trademarks of Prima Communications, Inc.

© 1996 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

© 1996 Crystal Dynamics. Blood Omen: Legacy of Kain is a trademark of Crystal Dynamics. All rights reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

A special thanks to Seth Carus at Crystal Dynamics.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-0363-3

Library of Congress Catalog Card Number: 95-71965

Printed in the United States of America

97 98 99 GG 10 9 8 7 6 5 4 3

OFFICIAL GAME SECRETS

Ian Osborne

PRIMA PUBLISHING

Contents

1 WELCOME TO HELL 1

Part One: Chaos, Controls and Collectibles 2
Part Two: Plotlines and Playability 8

2 SEEKING REVENGE 17

The Mausoleum Of Kain 18
The Great Outdoors 20
Ziegsturchl 22
The Pillars 22

3 NUPRAPTOR 25

Through the Wilderness 27
The Citadel 29
Nachtholm 30
Steinchencröe 31
Vasserbünde 32
Into The Sanctuary 33
Nupraptor's Sanctuary Part 1 34
Nupraptor's Sanctuary Part 2 35
Nupraptor's Sanctuary Part 3 37
Nupraptor's Sanctuary Part 4 38

4 THE HUNT FOR MALEK 39

To Coorhagen 40
Malek's Bastion 47

5 FIND THE ORACLE 53

Cave E 56
Caves F and G 56

Cave H 56
Cave I 56
Cave J 56
Cave K 57
Cave L 57
Cave M 57
Cave N 57
Cave O 57
Cave P 57
Cave R 60

6 VORADOR'S MANSION 61

The Stone Keep 62
The Three Keeps 63
Into The Mansion 67
The Lost City 73

7 THREATEN THE CIRCLE 75

Uschtenhiem 76
The Ruined Land 77
Into Dark Eden 78
Armor Route 81
Spell Route 82
The Spirit Forges 83

8 DEFEAT AZIMUTH 87

The Long and Winding Road 88
Bonus Section 89
Inside Avernus 90
The Ruined City 91
The Great Cathedral of Avernus 93
Stairway to Heaven 95
Highway to Hell 97
Azimuth 100

9 Ottmar's Daughter 101
Willendorf 106
The Ramparts 106
Towards the Dollmaker's Domain 107
From Stahlberg to Elzevir 109
The House of the Dollmaker 111
Return to Ottmar 112

10 Stranded in Time 115

11 The Vampire Purges 121
Moebius 123
At the Pillars 125

12 To The End 126
Damn the World 128
Heal the World 128

A Retrace Your Steps
Run with the Wolf 130
Mace Breaks 131
Mist Drifts 132
Brute Force 132

B Reading the Runes 135
The Map 136
The Road To Avernus 136
Nosgoth's Blood Script 136

1
WELCOME TO HELL

Nosgoth Awaits

This is no sissy, one-move, fighting game with a bit of exploring tacked on for good measure. *Blood Omen* is a vast and complicated game, full of fresh ideas. It's also fraught with hazards designed to trap the unwary. This chapter gives you the lowdown on the basic game mechanics, regular features and magic/combat systems. It also introduces you to the world of Nosgoth, its personalities, politics and pitfalls. For a detailed overview of its geography, check out the excellent map bundled with this very book.

Part One: Chaos, Controls and Collectibles

Here's a guide to controlling Kain, as well as the various spells, objects and items found on his quest.

Menu Matters

Here's a basic guide to playing *Blood Omen*, operating the menus and using its spell system. Only when you fully understand Kain and all his skills can you fight to the best of your ability.

Controls

The controls can be customized; these are the default settings.

START: Accesses the Inventory Screen. It also pauses the game.

SELECT: Accesses the Options Screen. Again, this pauses the game.

- ■ Attack.
- ● Bloodsuck. Also activates switches and levers.
- ▲ Change form (shapeshifting). Also pauses the game.
- ✖ Use current spell or object.

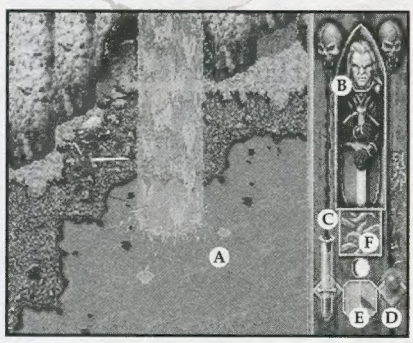
L1 Camera Zoom.

L2 Area map. Also pauses the game.

R1 Access Spell menu. Also pauses the game.

R2 Access Object menu. Also pauses the game.

On-Screen Screams



A: Main game area. Zoom in and out using L1.

B: This picture of Kain shows his currently-selected weapon and armor.

C: Kain's life blood. The size of the vial is raised by finding Blood Vial power-ups. It is filled by grabbing Blood Beakers or draining victims.

D: Magic Meter. Raise the runes (the maximum magic level) with Rune

Triangles. Increase your current magic level with Magic Spheres or by drinking the blue blood of ghosts.

E: Night/Day Meter. Every 15 minutes (real time) this meter goes through a full day and night cycle. Kain is stronger during the night, taking less hits to kill an enemy.

F: Current object or spell. This is your currently selected magical element, used by pressing ✖. Change it using the Quick Menus described later in the chapter.

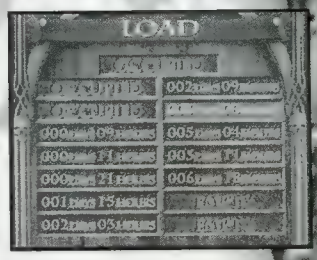
Options

The facilities available from the options screen are as follows:

World Map This is a map of the whole of Nosgoth. Areas which you've already visited are lighter than unexplored territories. The arrow shows your current position.

Dark Diary Access this option to replay movie sequences gained during the game. This is an excellent way of reviewing your progress and looking for clues you might have missed the first time around.

Status Shows what you've achieved, how long you've played (game time), and how tough you are.



Load Game Calls up the Load menu, allowing you to return to a previously saved game. This is only possible if you have a memory card.

Controls Reconfigure the joypad controls.

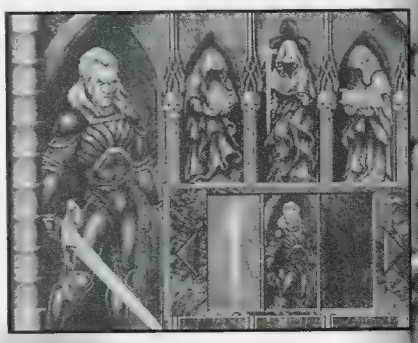
Volume Adjust music and sound effects level.

Credits A guide to who did what while producing *Blood Omen*.

Inventory Screen

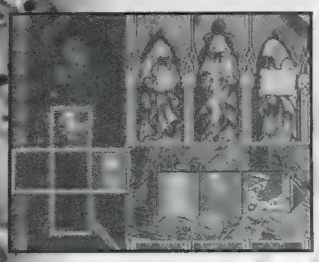
The Inventory screen, which also serves as a pause function, allows the following:

Magic Objects Highlight the character carrying the sphere to access the Magic Objects screen. Toggle through available items with the D-pad. Pressing ● offers a description of the highlighted item. Transfer objects to the cross-shaped grid on the left of the screen by pressing O, thus making them accessible from the Quick Menu [R2].

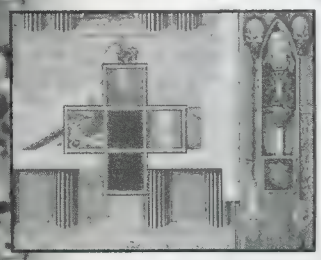


Weapons and Armor Highlight the figure with the sword and press Down. This allows you to review your

arsenal of weapons and suits of armor, and to swap between them. Press O for a description and ✖ to arm.



Spells Highlight the cloaked man carrying the book and press Down for the main Spells menu. It works in exactly the same way as the Objects menu, allowing spells to be transferred to the Quick menu grid accessed by pressing [R1] during the game.



Quick Menus These are accessed by pressing [R1] or [R2] during the game for the Spells and Objects menus respectively. Highlight the spell or object you wish to ready, then press any button—it appears in the box under the picture of Kain. In the example shown, Energy Bolt (spell) would replace Heart of Darkness (object).

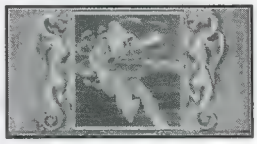
Objects and Oddities

There's more to *Blood Omen* than meets the eye. Here's a guide to what to look for and what to do when you've found it.

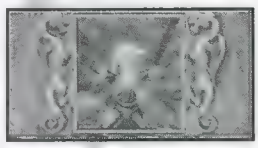
Magic Spells

New spells are found on "cards," just like weapons and magic objects. Pressing ✖ activates the spell (or object) currently displayed on the control panel on the right of the screen. This can be changed using the Quick Menu as explained earlier.

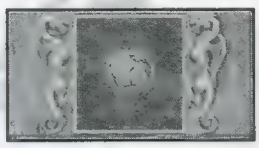
Every spell cast depletes your magic bar, the runes on the right of the control panel. When this is completely drained you can cast no more spells.



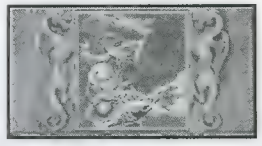
Blood Gout This spell drains a victim's blood, replenishing your own supply. It's very useful if you're forced to fight while weak.



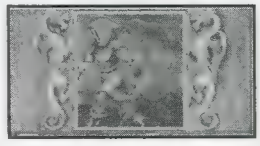
Blood Shower This spell affects a wide area, allowing you to drain the blood of multiple victims.



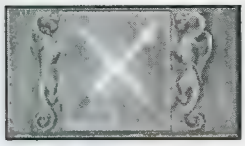
Control Mind After casting this spell, you can control an enemy, assuming his strength and speed. While the spell is active, a shield protects Kain from attack. It only works on human foes.



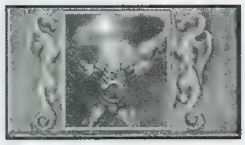
Energy Bolt This is an aggressive, messy attack that fires a bolt of energy at your foe, blowing him to bits. Stronger enemies take more than one bolt to kill. It can also trigger switches.



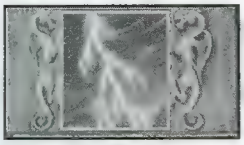
Incapacitate This missile spell freezes the enemy in his tracks.



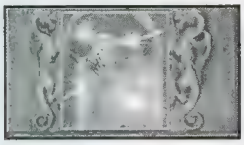
Inspire Hate Cast this spell and the enemies attack each other instead of you. Stand well back. When it wears off, many enemies are seldom left.



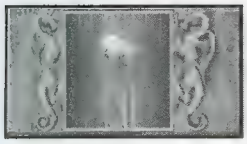
Light A useful spell in dark areas, the effects of this one are self-explanatory. Use it—it's very easy to walk into traps and hazards when groping around in the dark.



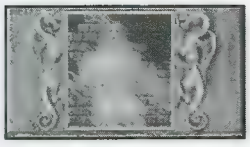
Lightning Bolts of lightning crash from the skies and strike your foes. Can only be used out of doors.



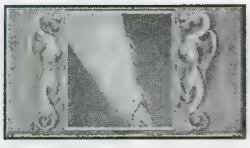
Repel This spell protects you from all physical and magical attacks. Projectiles that hit the shield will return against the attacker. It lasts for a limited duration.



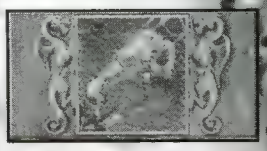
Sanctuary This, the first spell you learn, allows you to escape to the crypt if in trouble. A useful spell to use if trapped. It will also replenish some of your health.



Spirit Death A sister spell of Energy Bolt, Spirit Death homes in on enemies but doesn't trigger switches.



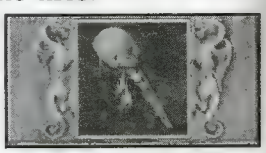
Spirit Wrack You get to control an enemy, whose body dies, leaving him to guide its spirit. Unlike Control Mind, this spell works on non-human foes.



Stun Puts enemies into a groggy state, allowing you to drink blood. Unlike a sword attack, it never kills them before you can feast.

Magic Objects

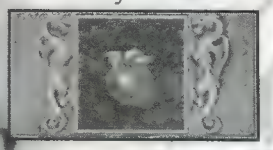
The various magic objects found in *Blood Omen* are used in much the same way as the spells, being selected from a Quick Menu and, when readied, used by pressing ✖. Unlike a spell, though, an object can only be used once, after which it's destroyed. More than one object of a given type can be collected, however, and they don't have to be readied individually. For example, if you have Flays readied and possess five of them, you can fire all five before dipping into the Quick Menu once more. The Heart of Darkness doesn't have to be readied at all, unless you want to refill Kain's blood supply *before* he dies.



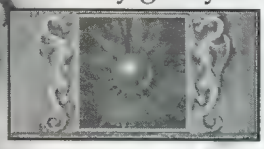
Anti-Toxin If your blood is poisoned by a foe, Anti-Toxin restores it to its proper state.

Energy Bank This spell increases your energy reserves and prevents it from being depleted when spells are cast. Needless to say, its effects are only temporary—when it expires the magic bar is emptied.

Flay This tracking projectile strips the flesh from an enemy's bones. More than one might be required. A good strategy for this slow-moving projectile is to fire five or six, forming a moving wall, and walk behind them. When you encounter an enemy, the Flays will focus on him immediately.

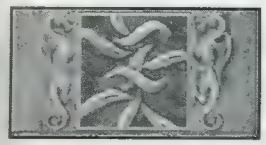


Heart of Darkness This can be used in two ways. If you ready it and use it before you are killed, it will resurrect you back to nearly full health. If you die with one (either readied or simply in your inventory), it will resurrect you back to life, with all your items, but it will only give you a little blood.

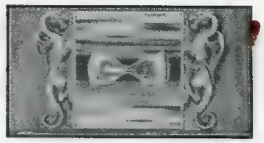


Implode A non-tracking projectile that causes enemies' bodies to collapse in on themselves. A messy death.

Pentalich of Tarot This can destroy a group of enemies. The object randomly selects one of five spells or objects, and creates mayhem accordingly.



Putresce This tracking object melts an enemy. The green puddle left afterward is highly acidic for a while; enemies that step into it are also melted. Useful against groups of tightly bunched foes.



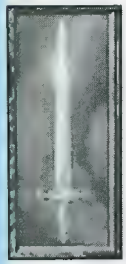
Slow Time This slows everything in the area other than Kain himself. It has obvious applications in combat situations.

WEAPONS

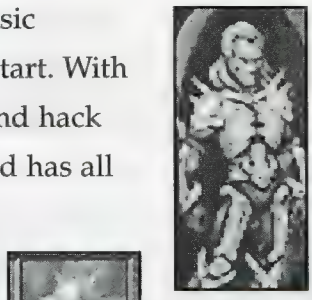
Different weapons are gained as you progress on your quest. You can only use one at a time, but can switch between them at will using the Inventory Menu. The weapon currently in use is the one held by the picture of Kain on the control panel. Note that each weapon but the Soul Reaver also has combination moves: tap the attack button once for a front swing; tap twice quickly for a front swing followed by an immediate back swing; three taps give you a front, back, front combo; and four taps (the most possible) go front, back, front, back.

Axes Axes are great in hand-to-hand combat and for chopping down trees that restrict movement, but they prevent the use of magic or magical objects. Axes only have a three-hit combo, but they also have a whirling dervish move: tap rapidly and repeatedly for half a second and you go crazy, doing tons of damage. You can actually move while cuisinarting your enemies, but there will be no blood sucking after this overkill.

Flame Sword This feared blade ignites enemies and combustibles alike. Unfortunately its blows cauterize wounds, stopping you from drinking your enemy's blood. The Flame Sword has all the regular combos.

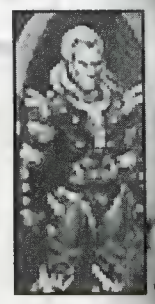


Iron Sword This is your basic weapon, available from the start. With it you can cut open barrels and hack down bushes. The Iron Sword has all the regular combos.



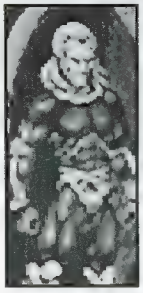
Bone Armor Weaker undead monsters such as zombies and skeletons mistake you for one of their own while you're wearing this. They won't attack unless you do.

Mace Enemies defeated with the mace are always stunned before they fall, making it easier to drink their blood. It can also smash rocks and open chests. The Mace has only a two-hit combo, but it's a good one: the first hit does damage and the second hit stuns.



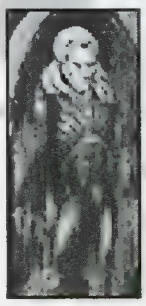
Chaos Armor While wearing the Chaos Armor, a foe's attack hurts the attacker as well as yourself, even to the point of their hacking themselves to death.

Soul Reaver This mighty weapon destroys all with one swing. Obviously this prevents you from drinking blood. But there is a cost for such power. Use of the sword drains magic on a one-to-one ratio with the hit points of the creatures killed. For instance, if you destroy a creature with thirty hit points, it will drain thirty magic points. If you run out of magic, the Soul Reaver converts to a regular Iron Sword. Obviously, it also stops you from using magic spells and objects. Note that carrying the Axes or the Soul Reaver does not stop you from using the Heart of Darkness to resurrect if you die.



Flesh Armor After you've defeated a creature, it automatically performs the bloodsuck, leaving you free to continue fighting other enemies.

Iron Armor Your basic suit, available from the beginning.



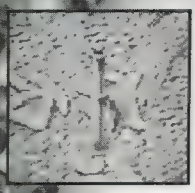
Wraith Armor This armor splits damage between your health and magic meters, each taking half the blow.

Armor

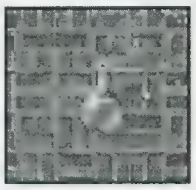
Like the weapons, only one suit of armor can be used at a time. You can change at will using the Inventory Screen. The armor currently in use is the one worn by Kain in the picture on the control panel.

Power-Ups

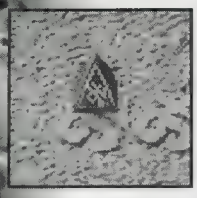
These are found at various points during the game. They can't be stored, so there's no point in picking up Magic Spheres or Blood Beakers if you're on or near full—leave it, you might need it later.



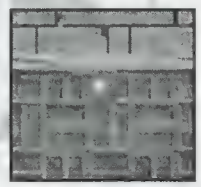
Blood Vials Increases maximum blood capacity—your blood vile grows longer.



Blood Beaker Restores blood.



Rune Triangles Increases the maximum capacity of your magic meter.



Magic Spheres Increases magic level. Different colors offer different strengths. From weakest to strongest, these are purple, blue, green, orange, and red (which fills to full).

Part Two: Plotlines and Playability

A brief summary of events leading to Kain's fateful visit to Ziegsturhl, potted biographies of some of the more important characters, and a guide to the game as its played.

The Plot Thickens...

Who's who and what's what in Nosgoth at the start of the game.

What's the Story?

"There is a magical operation of maximum importance: the initiation of a new aeon. When it becomes necessary to utter a word the whole planet must be bathed in blood..."

Many millenia ago, in Nosgoth, a great purge took place. Malek, leading the fanatical Sarafan in a holy war against the vampires, ruthlessly hunted down and exterminated the creatures, leaving them impaled on huge stakes. He was helped in this by the Circle of Nine, the legendary demigods who are the guardians of the nine sacred pillars. The balance and power of the sacred pillars help maintain the world, and each guardian or champion in the Circle is actually the living aspect of his or her pillar, such that if a champion is wounded or killed, his or her pillar becomes weakened or cracked, thereby upsetting the balance of the world. In return for Malek's promise to guard and protect them, the Circle gave him their assistance in his purge. But an ancient and powerful vampire named Vorador grew enraged at the slaughter of his people and at the alliance the Circle had struck. While Malek was distracted by war, Vorador succeeded in killing three of the champions, destroying the balance of the Circle, and then escaping.

Malek's punishment for not protecting the Circle was terrible. He was stripped of his life, and his soul was welded to his armor. He became the Pillar of Conflict, guardian of the Circle for all eternity.

But the Circle's tribulations continued. Ariel, the guardian of the Pillar of Balance, was killed, and her lover, Nupraptor, guardian of the Pillar of the Mind, could only

conclude that the killer was a traitor among them. Driven mad by grief and mistrusting them all, he brutally shared his misery with the remaining guardians, who could not withstand the psychic onslaught. The pillars began to break and crumble; the world itself began to come apart. Nosgoth threatened to dissolve into insanity and chaos. Feeling betrayed and weary of their stewardship of the land, the guardians dispersed, lost in their own grievances and pain, some even plotting revenge on an ungrateful world.

It is across this shattered countryside that Kain must travel. But he cares nothing for the politics of Nosgoth. He seeks adventure, power, and wealth. He little realizes the fate that awaits him.

Meet the Denizens of Nosgoth

The people you meet on your journeys through the ravaged lands of Nosgoth are many. Few are helpful, and most would like nothing better than to send you back to the terrible hell from which you've just escaped. Watch out for these people—misjudge them and you *won't* to live to regret it.

Kain

Arrogant, ambitious, power-hungry; Kain's flaws are many. His craving for adventure brings about his death early in the game at the hands of brigands. Offered the chance of revenge by Mortanius the Necromancer, Kain rashly accepts without considering the consequences. Mortanius resurrects Kain as a vampire so he can avenge his slaying. Once Kain accomplishes this, however, he discovers it's not so easy leaving the ranks of the undead. Has Mortanius tricked the headstrong Kain? Will Kain be able to rid himself of his vampire curse?

Mortanius

Mortanius, an ancient and learned magician, wields arcane powers accumulated over several centuries. He is one of the Circle of Nine, the guardian of the Pillar of Death. It is he who brings Kain back to life as a vampire.

Malek

Malek was once a fanatical Sarafan warrior-priest who led the vampire purges many, many years ago. He is now a member of the Circle of Nine, the guardian of the Pillar of Conflict. Due to his failure during the purges to protect the Circle—several of whom were killed by the vampire Vorador—he was condemned to protect the Circle for all eternity. And yet he has lost the trust of the remaining guardians, and his only wish is to find a way to recover his lost humanity.

In life Malek built a reputation as a cold-blooded killer, feared and despised by enemy generals and loathed by the vampires he and his Sarafan brethren hunted with ruthless efficiency. As a guardian, Malek's rune-covered armor is battered and dented, his helmet's plume soaked in the blood of his enemies, and his ferocity and hatred remain undiminished.

Vorador

Vorador is a proud and ancient vampire. His advancing years have done little to temper his arrogance. He has feasted on the humans of Nosgoth, reading his victims' thoughts as he drained their blood. This has given him an excellent insight into the history of the lands, as the once-youthful and vibrant world descended into sour corruption.

As Vorador watched his people being slaughtered during the vampire purges, he decided to take revenge on the Circle of Nine, who were assisting Malek and the Sarafan. He succeeded in killing six of the guardians and disrupting the Circle and the balance of the world—too late to save his fellow vampires but satisfying to his bitter heart nonetheless. His revenge complete, he locked himself in a distant castle and turned his back on the world.

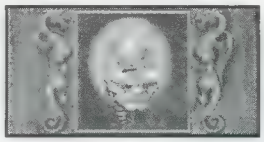
The Legions of Nemesis

In Nosgoth today, courtly gossip speaks of an ancient oracle who once predicted grave destruction on the land. Most scoff at these rumors, which say that one day a huge army will descend from the north and lay waste to Nosgoth, destroying everything in its path. As the pleasant lands are despoiled, great suffering will follow.

No one knows when the armies will march, but the citizens of Nosgoth look to their arrival with fear and trepidation. Ignorant of their identity and purpose, they have been dubbed the Legions of Nemesis. With the Pillars crumbling and the land leaderless, Nosgoth has never been more vulnerable.

Pillars and Tokens

As cursed nobleman Kain, your task is to seek the guardians of the Circle, kill them, and bring back the artifact connecting them to their Pillar. This restores their Pillar to its former glory. The tokens you win from the Circle (and a few other artifacts you use on the way) appear in your object inventory, but cannot be selected—they're used automatically at the appropriate time.



The Pillar of the Mind

To repair the Pillar of the Mind, you need Nupraptor's head.

The Pillar of Energy

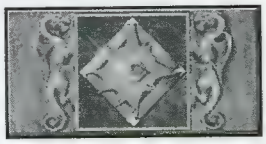
DeJoule's insulating cloak is used to fix the Pillar of Energy.

The Pillar of Nature

You need Bane's antler head-dress for the Pillar of Nature.

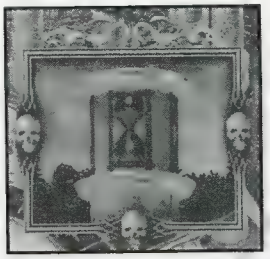
The Pillar of Conflict

Malek himself is guardian of the Pillar of Conflict; use his helmet to repair the Pillar of Conflict.



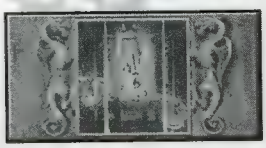
The Pillar of Dimension

The token needed for the Pillar of Dimension is Azimuth's eye.



The Pillar of Time

To fix the Pillar of Time you need Moebius' hourglass.



The Pillar of States

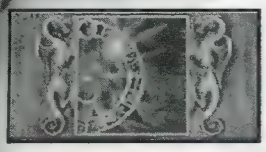
Use Anacrothe's scales to repair the Pillar of States.

The Pillar of Death

This pillar, Death, is fixed with Mortanius' death orb.

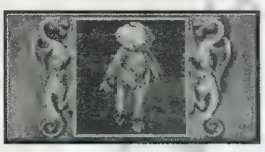
The Pillar of Balance

Once ruled by Ariel herself, repairing the Pillar of Balance is your final task.



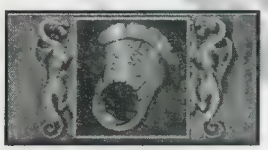
Time Streaming Device

This artifact sends you back in time. It and the following two artifacts are separate from the pillar tokens and are found and used in separate areas of the game.



Dollmaker's Doll

The Dollmaker's doll holds the soul of King Ottmar's daughter.



Vorador's Ring

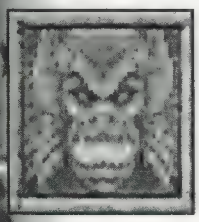
This summons Vorador. It can only be used once.

Devious Devices

Here's a guide to some of the more esoteric aspects of *Blood Omen*.

Shapeshifting

On your journey you find four "forms" cards allowing you to change into another creature. Magical energy is used while in another form—if your magic bar is extinguished, you revert back to being Kain the vampire. To switch forms press ▲, select your chosen form and press any button.



Bat When in bat form, you can fly between Bat Beacons as explained later, and also Boss Levels as directed by Ariel. The bat cannot be used indoors.

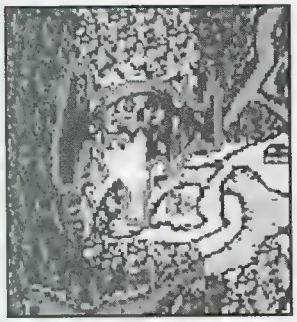
Disguise/Beguile Allows you to disguise yourself as a human and walk unmolested through towns and cities. You can also talk to people if you press O. The illusion is a thin one, though—if you attack you revert back to being Kain. The stronger beguile form offers an air of nobility.

Mist This form lets you slip through impassable areas such as some floors and doors. You're also invulnerable to physical attack and able to cross hazardous terrain such as water. However, you are still vulnerable to all magic attacks.

Wolf In wolf form you can move much faster. Magic is impossible, but pressing the ✖ button causes the wolf to jump—he can clear small steps and ledges which are otherwise impassable. Best of all, on a full moon you are in the most powerful attack configuration possible, and you can inflict much more damage than normal.

Bat Beacons

By changing into a bat, you can fly to certain areas of Nosgoth that you've already visited. These are the Boss Areas and Bat Beacons. Whenever you find a Bat

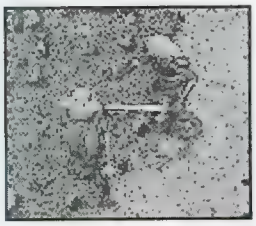


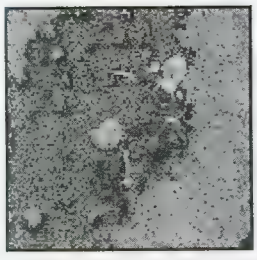
Beacon (shown), commit it to memory by standing on the square in front of it, revealing a green design. You can now fly to it from anywhere in Nosgoth.

After selecting the bat, you're offered the Bat Map. Available destinations are shown outlined in red as illustrated here. Toggle through the boss areas like the pillars and Nupraptor's Sanctuary by pressing ← or → on the D-pad. Cycle through Bat Beacons by pressing ↑ or ↓.

Blood Sucking

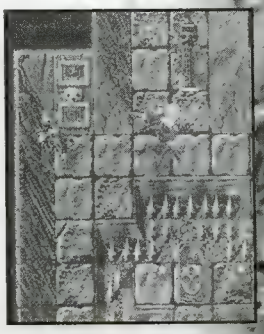
Blood running low? Try sucking some more! There are several ways of gaining blood, other than the power-up already outlined. These are:



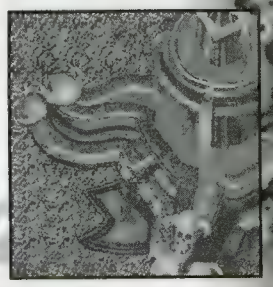


Battle Except for ghosts, humans are the only creatures who offer healthy blood to suck during combat. Once your human opponent has been depleted of energy (hit points), he or she will go into a waver state, at which point you can either strike a final killing blow or suck his or her blood by pressing ●. No other creature goes into a waver state.

A stunned opponent eventually falls to the ground—if this happens, you've missed your chance. A single attack at this point also finishes your opponent off without offering the chance to gorge. If you want to suck some blood, be careful in combat.



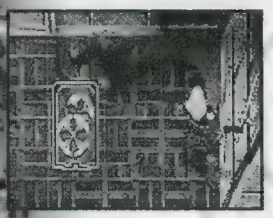
Captives You often find captives chained to walls. Despite their cries of "Help me, kind sir," don't be nice—suck their blood. You don't have to stun them first (they're already helpless) and they don't die in time like battle-stunned foes. If you're already on maximum blood, leave them be—you might need them later. Citizens in bed function as captives.

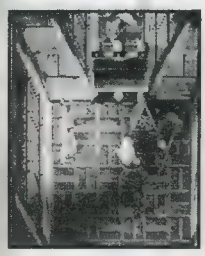


Fountains Every so often you find a Blood Fountain. These replenish your blood supply to maximum, but only once—the blood becomes black and tainted afterward. Drinking this *reduces* your blood level. Some fountain blood protects you against the effects of rain or snow, too (water is harmful to vampires). To use the fountain, stand where shown and press the Bloodsuck button.

As well as giving blood, it also offers an added bonus such as extra strength or speedier magic recovery. Because of this, use it even if you're already full.

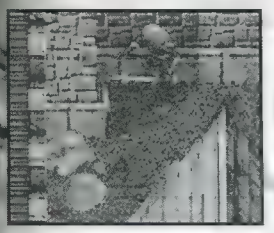
Ghosts A defeated opponent often returns as a ghost if you re-enter his or her room. These shed blue blood, which enhances your magic level, not health. Similarly, injuries inflicted by ghosts reduce your magic meter.





Barrels and Chests

Valuables such as power-ups and Magic Objects are often found in chests and barrels. A sword swipe is enough to break a barrel, while chests open when you walk into their lock. Iron chests can only be opened with the mace.



Audio and Visual Vista Points

The red triangles found at various parts of the game are Audio and Visual Vistas. Stand on one for a message. If you miss what's said or shown, or just want to catch it again, stand on the Vista once more and press ●.

Mapping Mania

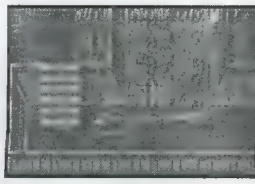
As you explore the realms of Nosgoth, you will want to refer to our great maps. We've labeled them as follows.

Outdoor scenes are simply called "Outdoor," with areas inside a cave, dungeon, or building labeled "Indoor." These terms are followed by the chapter number and individual map number. Thus "Indoor 3.7" would be the seventh indoor map in Chapter Three. This makes them easy to find and simple to follow.

Vortexes

Watch out for these circular designs—they're "vortexes" that pull Kain toward them and try to hold him there. In Mist form, it's impossible to pull free. In Kain form, you *can* pull free, but it's a hard task and might see you walking into other hazards such as spikes. During combat, avoid getting near them, as they will affect your movement.

Poison



As you know, red blood gives health and blue blood offers magic. Suck green blood by mistake, however, and you become poisoned, your own blood turning green. This is possible if, for example, you hit a Jelly with a Blood Gout spell. If it happens, use an Anti-Toxin.

Switches

Two basic types of switches—one-way and two-way—work the various doors and gates

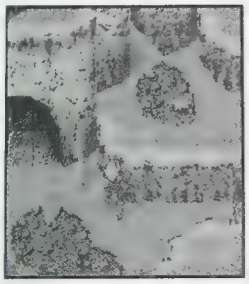
in the game. One-way switches need to be hit only once and then they stay open indefinitely. Two-way switches are like toggles: they open and close each time you hit them. Energy bolts can be used to work wall switches, but levers and floor switches must be operated by hand.

Teleports

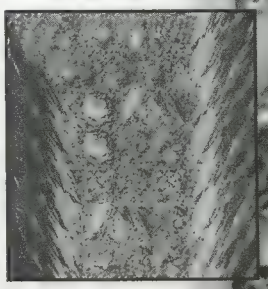
Teleports can also be either one-way or two-way—just because a teleport got you somewhere, that doesn't necessarily mean it'll get you back.

Handy Hints

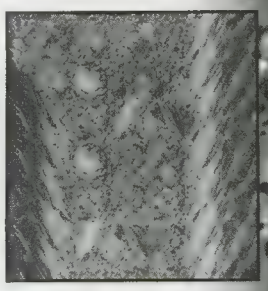
These tasty tips should help you on your journey. Take heed.



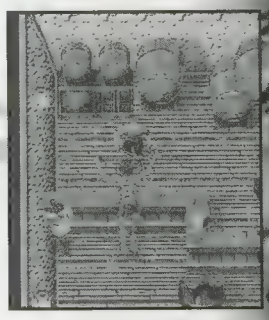
- If your path forward is blocked, it could be that you have to do something in the previous area before advancing. Here, for example, you can't follow the path up the hill until you've obtained the Wolf form from the cave. Other "blockages" include immobile stones on bridges that can be pushed when the area's fully explored.
- Explore and investigate as you go. *Blood Omen* isn't a race against time. Pressing forward at the expense of thorough exploration gets you to the next boss quicker, but without the spells, objects, and power-ups required to do the job.
- If you block your own way forward through ill-considered moving of stones, leave the area and come back. The stones are often returned to their original position.



This is the cave under the waterfall near Nupraptor's Sanctuary. By pushing the first boulder forward Kain has blocked his way south—even the wolf can't get past. But by leaving the way you entered and coming back, the boulders are reset and Kain can do the correct thing, in this case pushing the first boulder to the left.



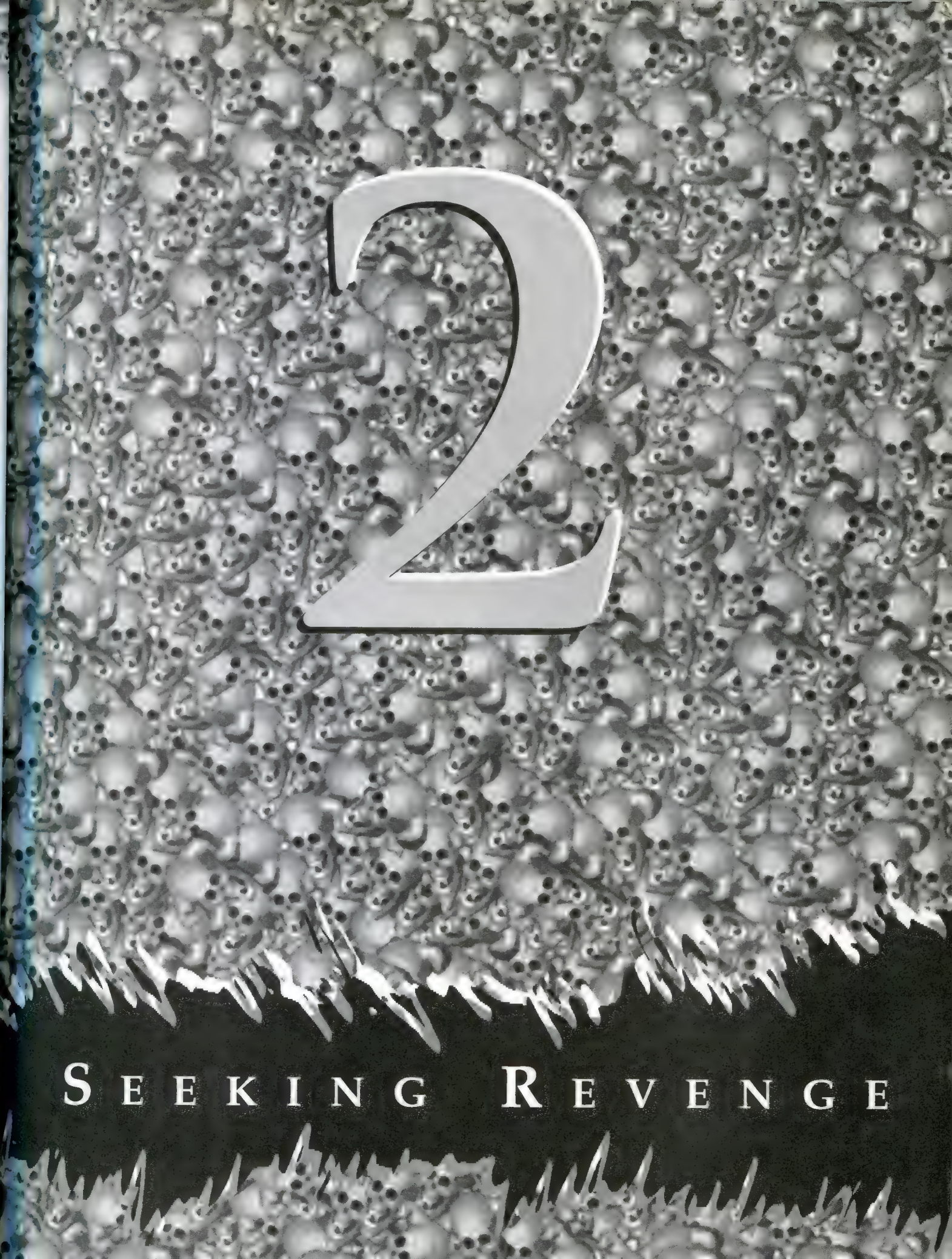
- Remember, the wolf can jump over low obstacles such as fences or pub bars. Forget this and you miss an awful lot of goodies.



- When you see boulders or chairs inside buildings, give 'em a shove—sometimes switches are underneath.

- Use your Sanctuary spell. You can fly around Nosgoth using the Bat Beacons so you won't lose much time, and you regain half your energy without losing a valuable Heart of Darkness.
- The amount of citizens out and about in towns and bars often depends on the time of day. If you need some sword fodder and there's no one around, try waiting a while.
- By all means save Magic Objects and Spells for the more difficult enemies, but don't be afraid to use them—it's what they're there for. There's no point dying with full magic power, 40 Flays, and a dozen Implodes when firing off a little magic could have saved your life. As the old adage says, "You can't take it with you."

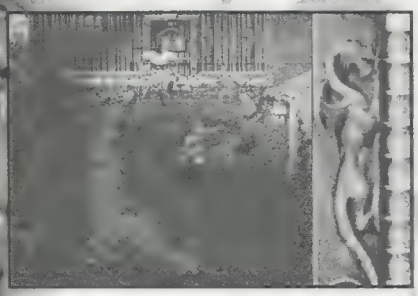
Wizards and poleaxe-wielding men-at-arms are especially difficult early on. Always use Flays, Implodes or Energy Bolts against these.


2
SEEKING REVENGE

The Story So Far...

Kain is an arrogant nobleman with scant regard for the affairs of those he considers his inferiors. Indeed, his only real concern is himself. Hell-bent on finding power, but with no clear idea why, he explores the lands of Nosgoth, seeking that elusive glory.

The game begins in a tavern in Ziegsturchl, a violent and seedy city. There's little for you to do in the pub, so take a walk outside...



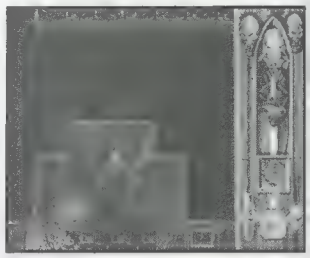
Bad mistake! The local thugs are waiting. With murderous intent they pounce, beating you to the ground and hacking you to death (you can't avoid this early "death," so don't worry about it). A selfish, conceited man like Kain should expect no mercy in the afterlife—his destination is hell.

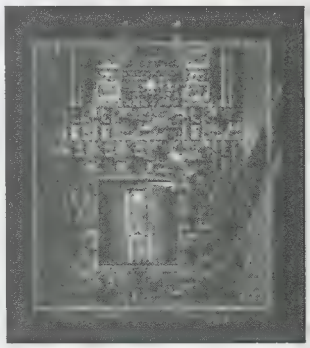
While sweating it out in the underworld, Kain is visited by a necromancer, Mortanius, who offers him the chance to

return to Nosgoth and avenge his death. Laughing off the necromancer's warning that revenge has a price, Kain accepts his offer and returns to the world of the living. Such is his folly. He returns not as a living human being, but as a vampire, an undead creature who survives by drinking the blood of the innocent.

Kain awakens in the mausoleum prepared for his body. As he explores the tomb, preparing for his battle with the brigands, the game begins...

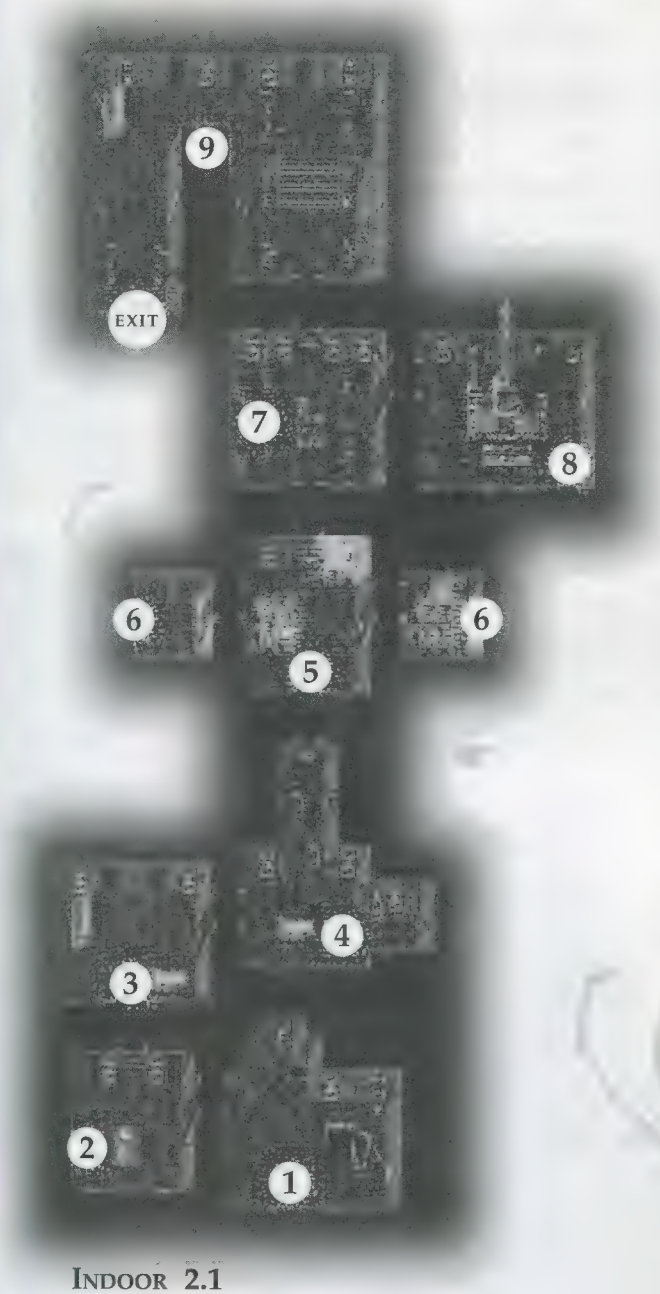
The Mausoleum Of Kain





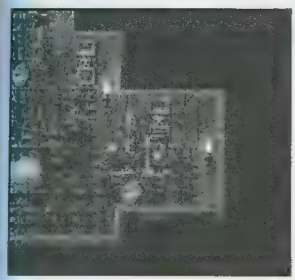
You start in room "1," map "Indoor 2.1." Press the switch in the northwest corner of the room to open the west door.

Go through the door to room "2" and find the first of many spells—walk to the blue picture to collect it. This is the Sanctuary spell, described in the last chapter. You might as well ready it—you've no other



INDOOR 2.1

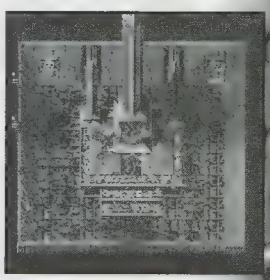
spells or magical items to choose. Collecting the spell opens the north door.



In room "3" there's a Gravedigger, whom you must defeat before you can move on to room "4". This is a recurring game mechanic: a farther door will only open once you have killed a monster. In room "4" you will find the first magical item. It's a Heart of Darkness. Using it restores a portion of Kain's blood supply, and if you die while in possession of a heart, you're resurrected.

In room "5" the switch in the floor (the square near the west door) opens the door on the left-hand wall. The one on the north wall (the square in the top-right corner) opens the north door. Remember what these switches look like, and look out for more as you progress. Go into the West room.

The rooms marked "6" boast collectibles; the Blood Vial in the left room increases your maximum blood level, and the Rune Triangle in the right-hand chamber increases maximum magical energy. The switch in the left-hand room opens the door to the right. There's a captive chained to each wall—suck their blood. Remember to do this when you find an unfortunate prisoner.



After killing the skeleton and grabbing the Magic Sphere in room "7" (avoid the spikes), go east to the game save pillar (room "8") and store your position. Now it's time to leave—the exit is in room "9," and leads to map "Outdoor 2.1."

The Great Outdoors

It's time for your first wilderness trek. Check out the map "Outdoor 2.1".

Leave the mausoleum, marked "A," and head for the buildings to the south. Enter building "B" and you arrive on map "Indoor 2.2."

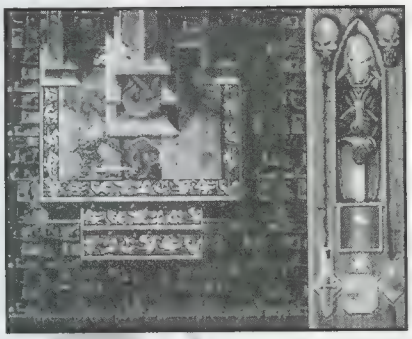
This underground complex is inside building "B" on "Outdoor 2.1." The main enemies here are skeletons, which only take one blow to kill and aren't too tricky. Watch out for the spikes in the ground, though.

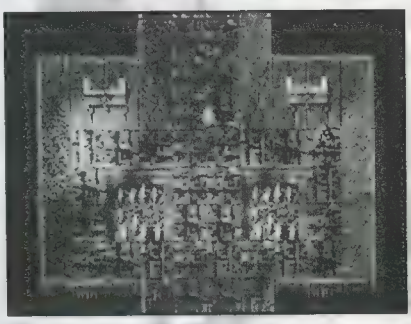
Save your game at save pillar "1" as usual. The red triangle gives another message.

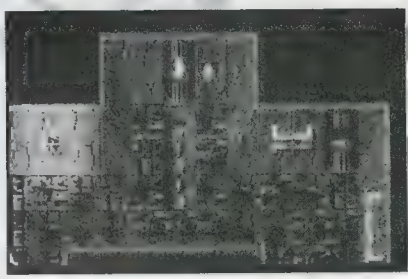
Don't miss the Blood Vial and Rune Triangle at "2." To the north is a Magic Sphere, which increases your magic power, and a captive ripe for the sucking.

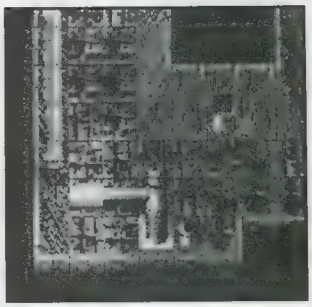
Switch "3" lowers a section of the spikes to the left of it as shown.

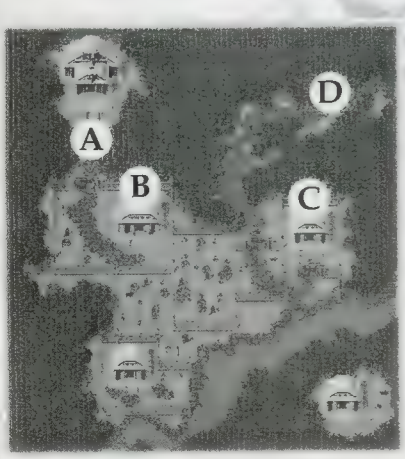
Switch "4" opens the gate to the left.



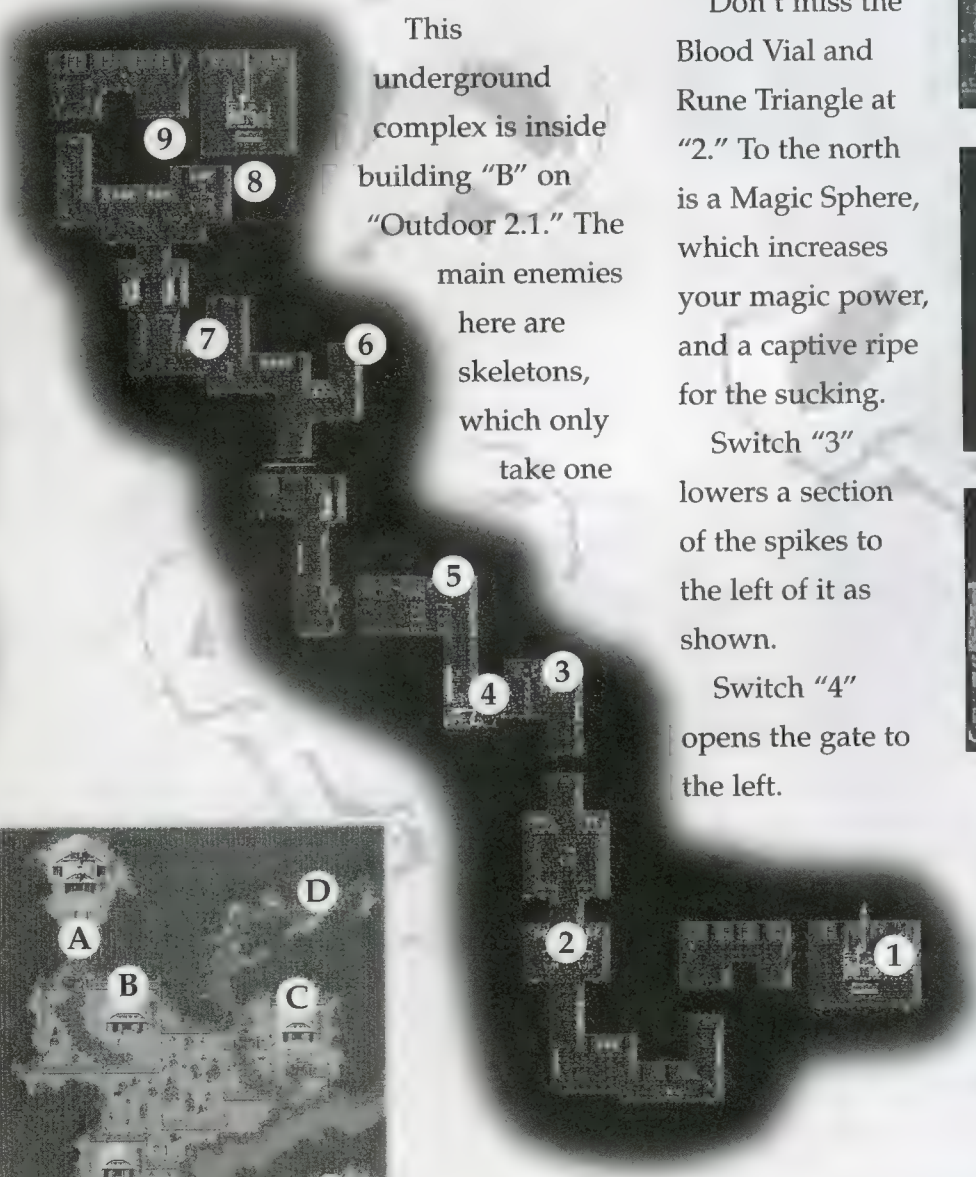




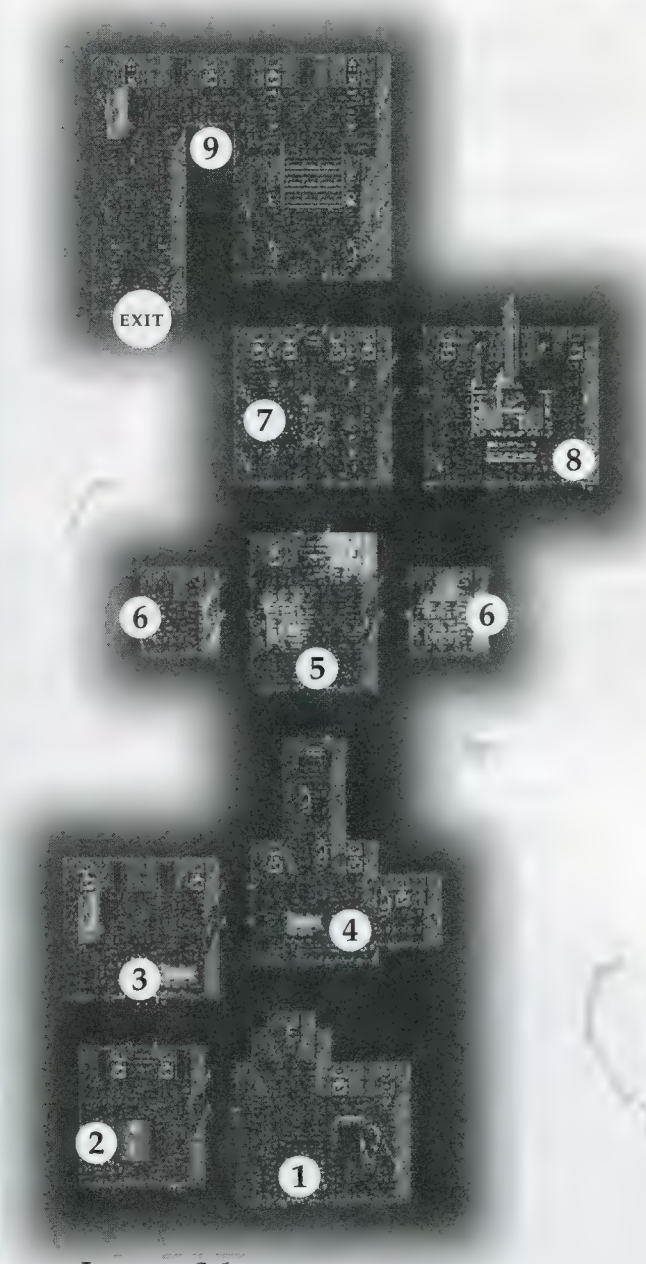




OUTDOOR 2.1

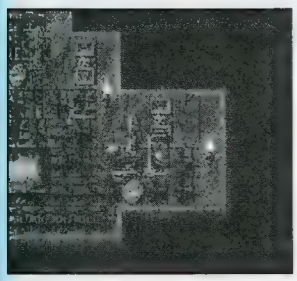


INDOOR 2.2

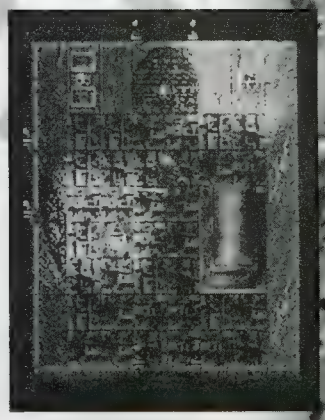


INDOOR 2.1

spells or magical items to choose. Collecting the spell opens the north door.

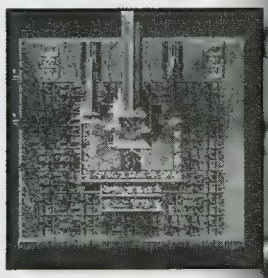


In room "3" there's a Gravedigger, whom you must defeat before you can move on to room "4". This is a recurring game mechanic: a farther door will only open once you have killed a monster. In room "4" you will find the first magical item. It's a Heart of Darkness. Using it restores a portion of Kain's blood supply, and if you die while in possession of a heart, you're resurrected.



In room "5" the switch in the floor (the square near the west door) opens the door on the left-hand wall. The one on the north wall (the square in the top-right corner) opens the north door. Remember what these switches look like, and look out for more as you progress. Go into the West room.

The rooms marked "6" boast collectibles; the Blood Vial in the left room increases your maximum blood level, and the Rune Triangle in the right-hand chamber increases maximum magical energy. The switch in the left-hand room opens the door to the right. There's a captive chained to each wall—suck their blood. Remember to do this when you find an unfortunate prisoner.



After killing the skeleton and grabbing the Magic Sphere in room "7" (avoid the spikes), go east to the game save pillar (room "8") and store your position. Now it's time to leave—the exit is in room "9," and leads to map "Outdoor 2.1."

The Great Outdoors

It's time for your first wilderness trek. Check out the map "Outdoor 2.1".

Leave the mausoleum, marked "A," and head for the buildings to the south. Enter building "B" and you arrive on map "Indoor 2.2."

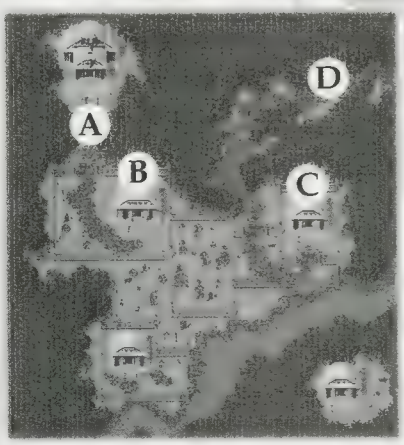
This underground complex is inside building "B" on "Outdoor 2.1." The main enemies here are skeletons, which only take one blow to kill and aren't too tricky. Watch out for the spikes in the ground, though.

Save your game at save pillar "1" as usual. The red triangle gives another message.

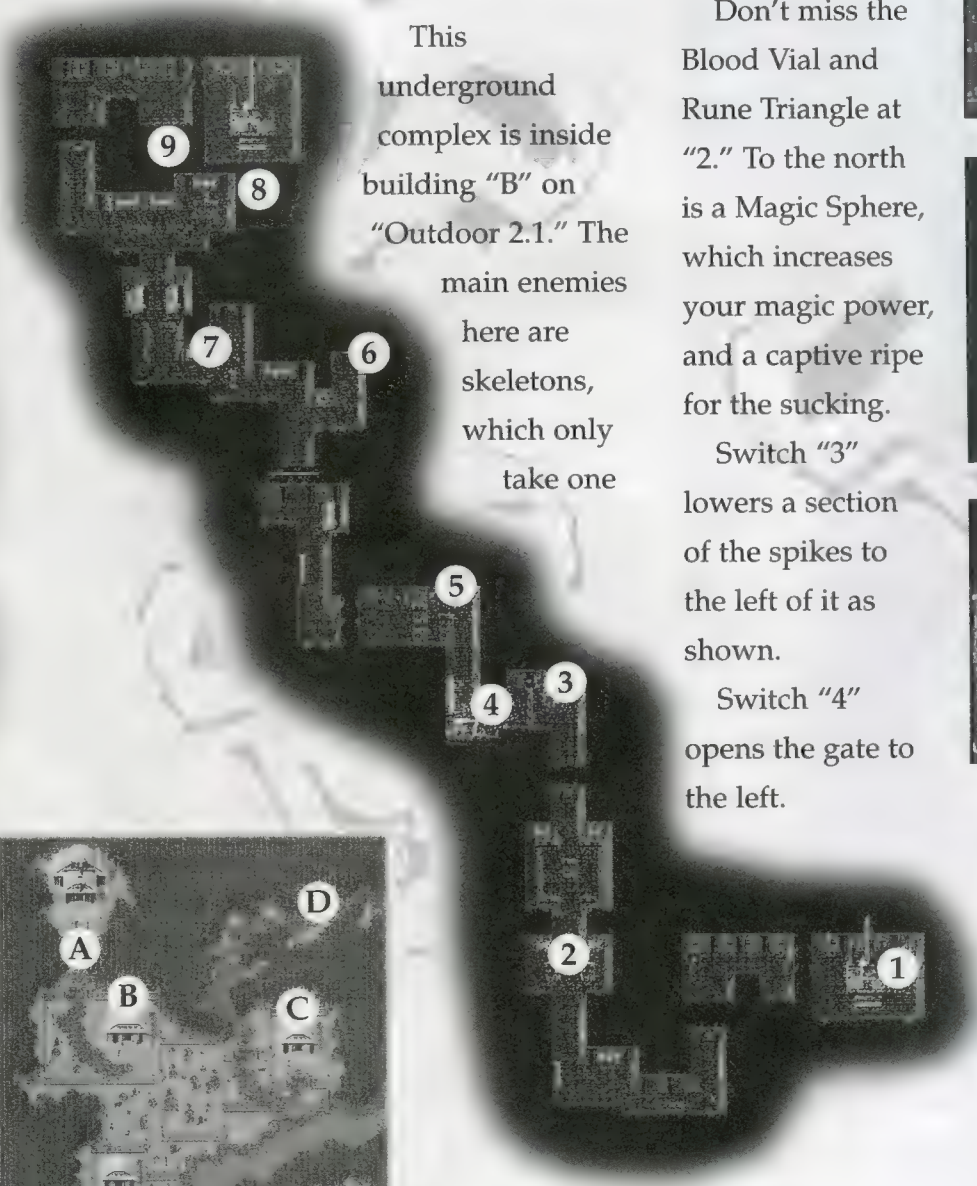
Don't miss the Blood Vial and Rune Triangle at "2." To the north is a Magic Sphere, which increases your magic power, and a captive ripe for the sucking.

Switch "3" lowers a section of the spikes to the left of it as shown.

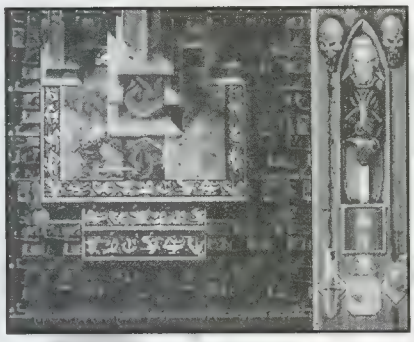
Switch "4" opens the gate to the left.

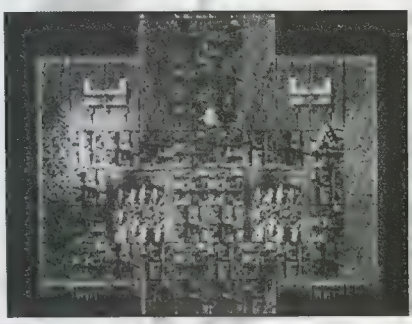


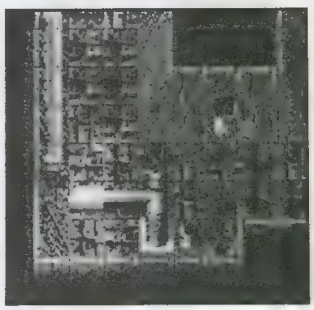
OUTDOOR 2.1

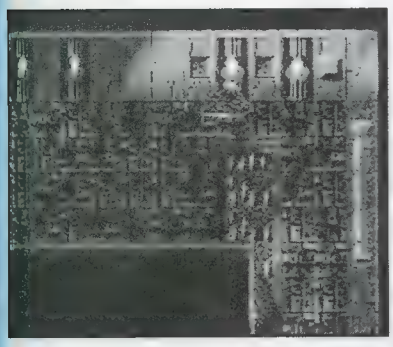


INDOOR 2.2





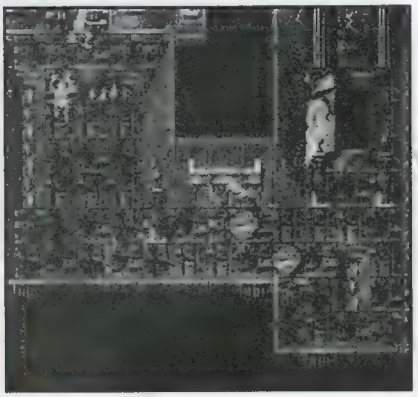


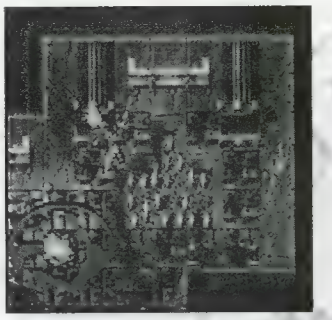


To get past the set of spikes "5," set the switches as follows (from left to right): in, in, out. Thus, the last square sticks out of the wall, while the other two are depressed as shown.

Sarcophagus "6" opens (just walk into it), revealing a Heart of Darkness.

Sarcophagus "7" contains a Flay. The boulders blocking your way are easily pushed aside.





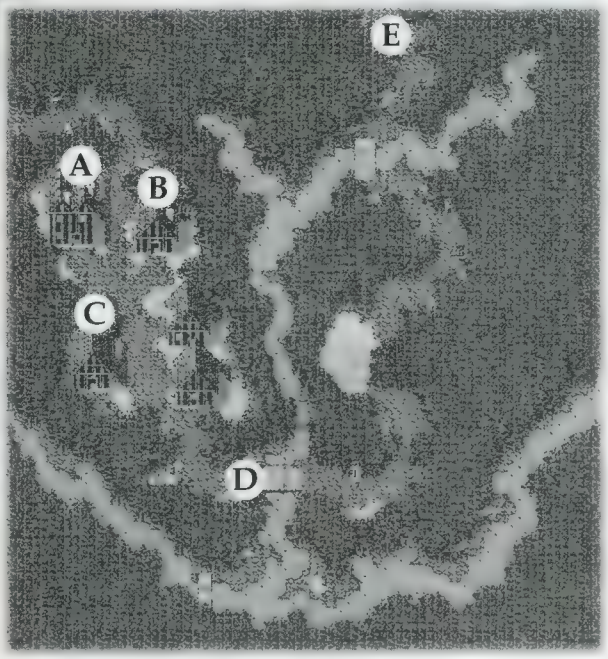
The chests here at "8" contain a Heart of Darkness and a Rune Triangle. Again, just walk into them to open.

Make your way to exit "9," but save your game before leaving. You find yourself at building "C" on "Outdoor 2.1." On leaving, Kain realizes just how much he's changed as the sun beats down, draining his strength.

You can't yet reach the unlabelled buildings to the south—ignore them. Leave by the main gate and make your way north along the forest path. You meet your killers, Peasant Swordsmen, at point "D"—kill 'em and drain 'em, then grab the nearby Magic Sphere, but ONLY if you need it. If you haven't used any magic spells yet, leave it for later—you could return this way. Bear this in mind whenever you find a Magic Sphere, Blood Bottle or captive.

Believing his battle to be over, the vampire celebrates. "It's not yet over, Kain," says the voice in his mind—the voice of Mortanius the necromancer. "They were merely the instruments of your murder. Look to the Pillars." Your next task is now clear—find the sacred pillars and find your destiny. Follow the road east to "Outdoor 2.2."

Ziegsturchl



OUTDOOR 2.2

The Audio Vista message found as you enter this area leaves you in no doubt as to where you are—Ziegsturchl, the scene of your unfortunate demise as a mortal. Make your way to the buildings to the south. There are plenty of townies to kill should your blood supply run low. The contents of the buildings during daylight are as follows:

A: Two people, a woman and a Man-at-Arms. You can't yet reach the guy behind the bar.

B: A couple of people (non-aggressive) and a barrel. Strike it to break it open—it contains a Flay.

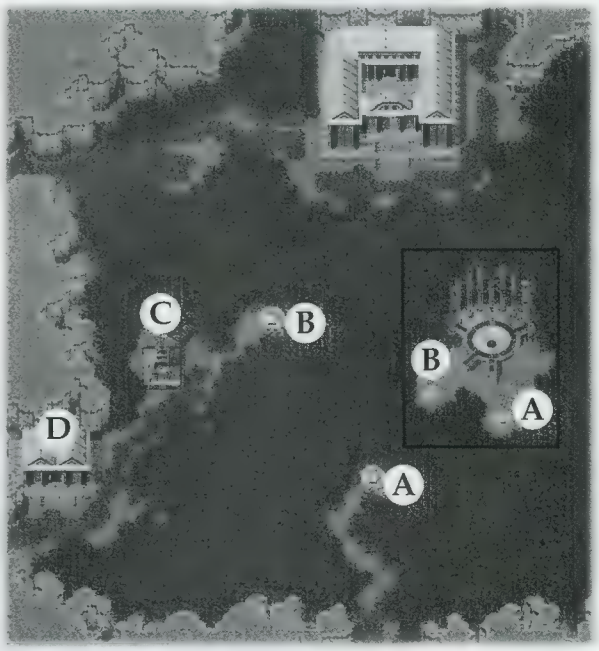
C: One human and two barrels, each containing a Flay.

The final two buildings cannot be entered.

D: At this point, on the way out of the town, Kain reflects on his new status as a vampire and rues his haste in accepting Mortanius' offer without reflecting on its implications.

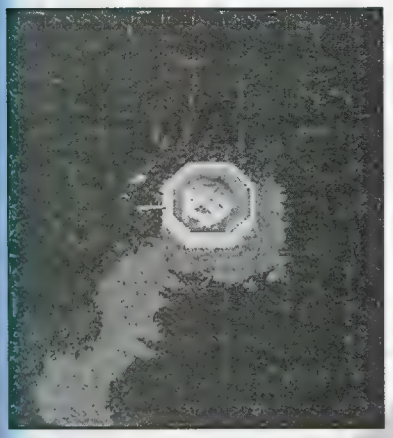
E: Work your way to here, then leave the map for "Outdoor 2.3."

The Pillars

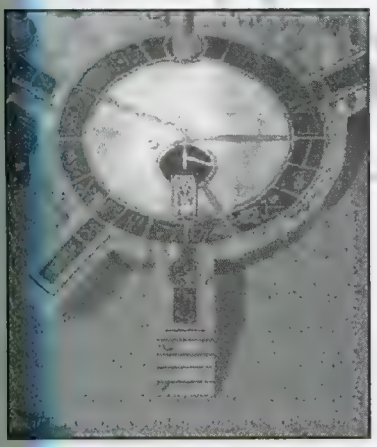


OUTDOOR 2.3

Kain's trek continues as he presses north. In the distance he sees his goal, the sacred pillars. Heartened, he quickens his pace.



These blue octagons are teleporters linking the clearing containing the Pillars with the main map. They work both ways—you can teleport to or from the Pillars with each. One teleport marked "A" takes you to the other, as do those marked "B."



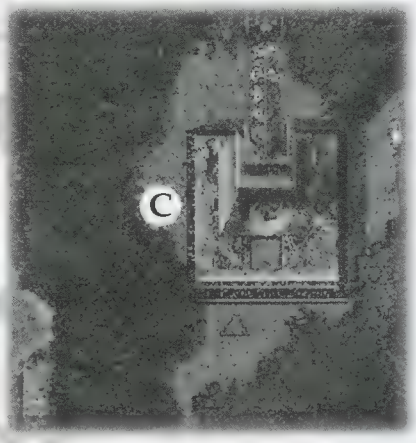
Move forward to the steps and you see a spirit floating within the Pillars. This is Ariel, and she has a message for you.

The Pillars, she reveals, were each represented by a being. Together the beings, known as the Circle of Nine, ruled the world with great wisdom. Ariel herself was of the Pillar of Balance.

Ariel continues to relate to you the story of their downfall: how she was killed by an unknown traitor and how Nupraptor, her lover, became so distraught he lost his mind and disrupted the balance of the Circle, even massacring the peoples of his land. Nupraptor eventually locked himself into his retreat and vowed never to touch or feel the living again, and each of the other guardians became as distraught and insane as Nupraptor. They scattered and began plotting to corrupt or ruin the world they once helped protect. Only by killing the now-evil Circle of Nine and bringing a token from each corpse can Kain right The Pillars and rid himself of his curse. His first task? To kill Nupraptor and place his head on the Pillar of the Mind to cleanse it.

3
NUPRAPTOR

The Journey Continues

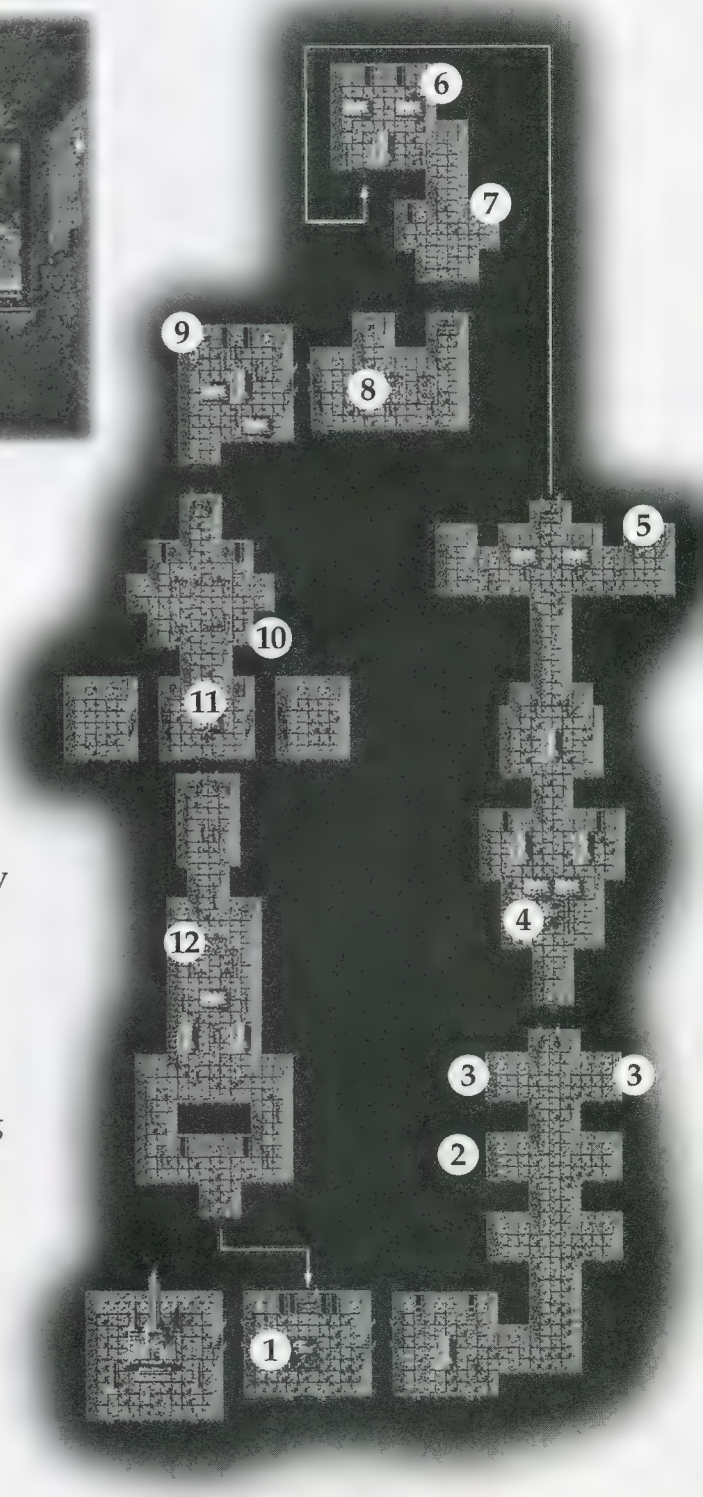


OUTDOOR 2.3

Still on map "Outdoor 2.3," after leaving the pillars by teleport "B," make your way to the Bat Beacon "C." Collecting the card found here allows you to turn into the bat, whose strengths and weaknesses are explained in chapter one. After picking it up, step on the brown square in front of the post—it lights, committing the beacon to memory. Enter building "D."

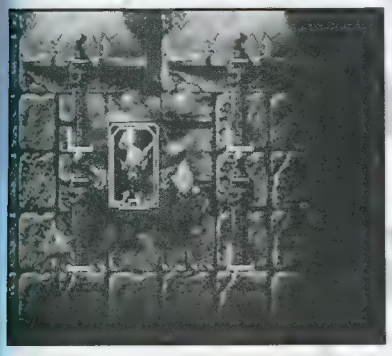
This area is completely dark at first—follow the map and feel your way along. In the first room, "1," turn left into the relatively well-lit save room and store your position. Return to room "1" and proceed east—the north door is locked.

There's not much in the long, alcoved corridor patrolled by skeletons and a floating spiked ball. If you walk into the purple glow in the southeast corner, an alcove opens containing a Blood Vial.



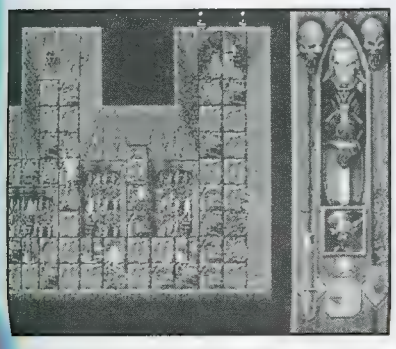
INDOOR 3.1

The only other things worth mentioning are the Blood Vial "2" and captives "3." There are richer pickings in the next room though—two Magic Spheres and a light spell "4."



Load up the spell, and if you're on full magic power, cast it *before* collecting the Magic Spheres.

Switch "5" opens the doorway north in the center of the room. There are captives in both the left and right alcoves. Don't miss the Magic Sphere at "6" and the two captives chained to the walls. Switch "7" opens the southern door.

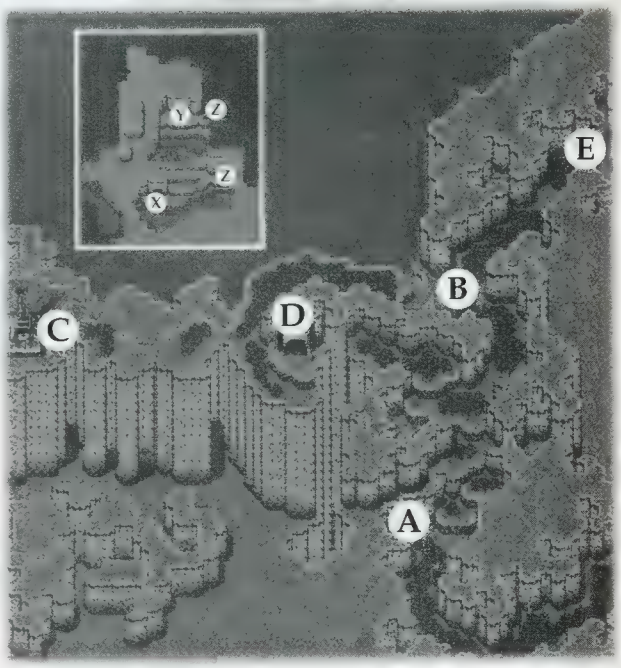


Make sure room "8" is well lit, as it's full of skeletons and spike pits. There's a Flay on hand, and the switch in the alcove opens the door west.

Collect the Magic Sphere before flicking switch "9" and proceeding south. Rune Triangles "9" and "10"are always welcome, as is the captive opposite. The post in front of the huge stone chest further south at "11" is actually a switch—walk into it to open the doors east and west, where you find a Heart of Darkness and a Flay, respectively, as well as more captives to drain. Collect the Magic Spheres and Flay at "12" before proceeding south. Leave through the southern door to find yourself in room "1" once more. Save your position in the western room before leaving.

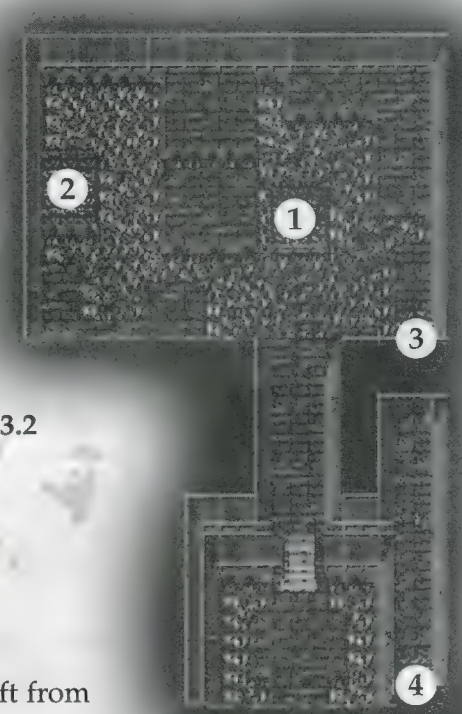
When outside again, leave the area by following the path west. You arrive on map "Outdoor 3.1."

Through the Wilderness



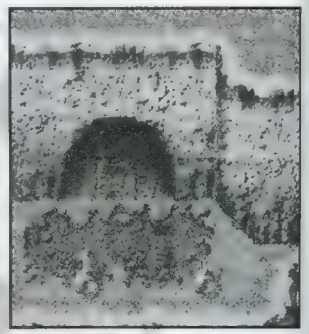
OUTDOOR 3.1

It's time to make your way to Nupraptor's retreat. Make your way to cave "A" leading to map "Indoor 3.2," where you find the wolf shape change.



INDOOR 3.2

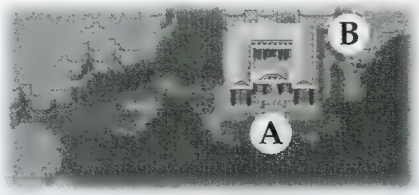
Go left from the first room to save your game, return and press north. As soon as you pick up the wolf card "1" you're trapped by spikes appearing behind you, as shown on the map. Change into the wolf as explained in Chapter One and leap west over a single column of spikes by holding the magic button (the wolf can't use magic) while moving. Make your way to "2" (use the area map to find the leapable spike areas) and stand on the pressure pad to open the door "3." Pick up the Magic Sphere in the northeast corner before heading for the Blood Bottle and the exit "4." You appear in a small outdoor section (see sub-map on "Outdoor 3.1") at cave "X." Make your way to cave "Y" by leaping up the steps and over the stream (the wolf can do this), and enter it, grabbing the nearby Blood Bottles if needed. Don't miss the Flays and Heart of Darknesses at the points marked "Z."



A simple room follows. Run north jumping over the spikes, then pick your way to the right and left alcoves and hit the pressure pads to open the door north. The two purple spheres nearby should come in handy also. The Poleaxe Wielder is easier to avoid than fight, but if you must mix it up, use a couple of Flays. The northern room contains a teleport that takes you back to the room just inside cave "A," map "Outdoor 3.1." Leave and jump your way up the path.

When you reach signpost "B" go west to bat beacon "C" and commit it to memory. Then leap your way to the cave at "D." This is a Spirit Forge where you can trade some of your life blood for magical items, in this case a Flay. It's up to you whether you make the exchange. After you leave, follow the path to the northeast "E" to "Outdoor 3.2."

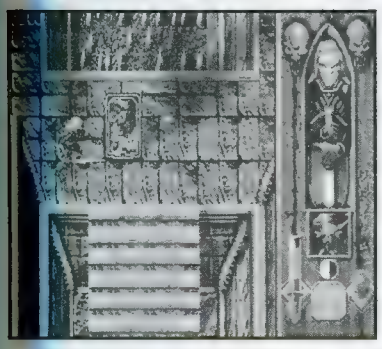
The Citadel



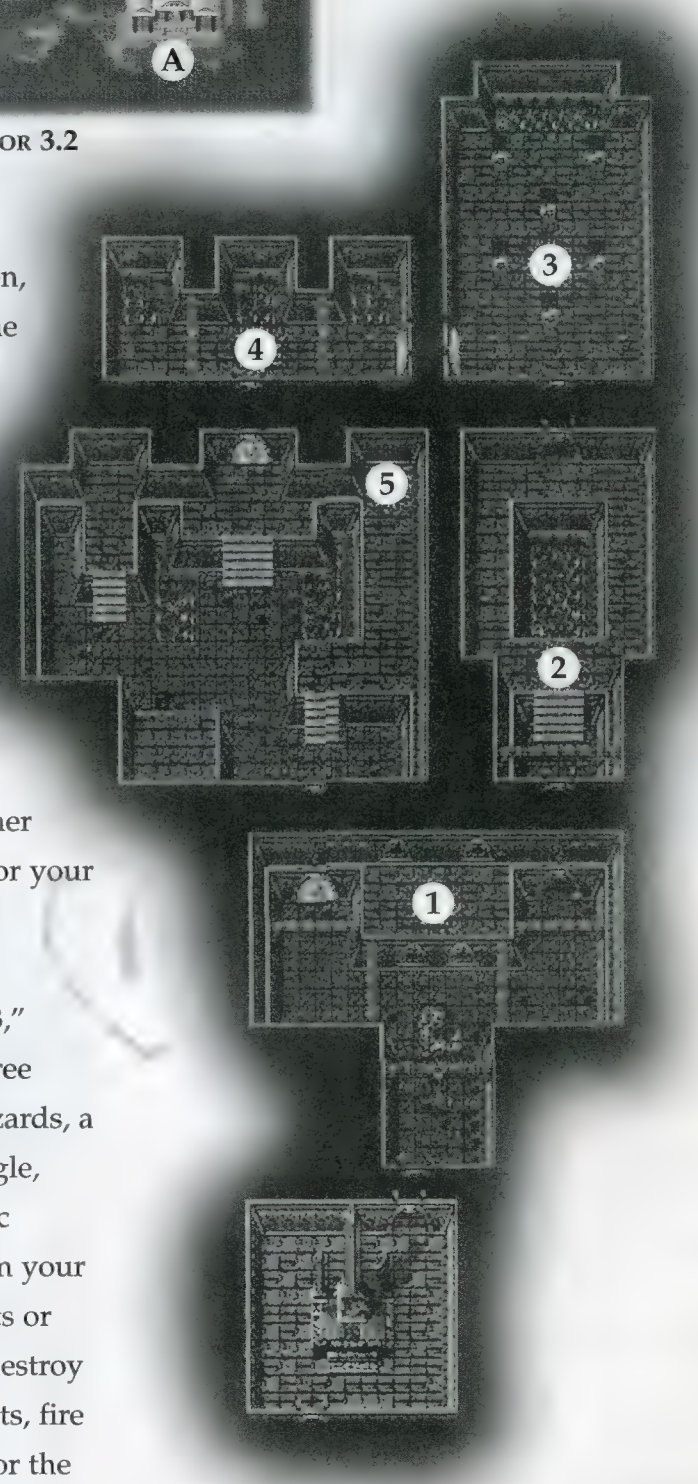
OUTDOOR 3.2

This area "Outdoor 3.2" should already be familiar. It's the northern end of "Outdoor 2.3," the map from where you teleported to the pillars. This citadel was inaccessible then, but can now be reached by following the pathway east. Deal with the fighters nearby then enter through the front door "A," to "Indoor 3.3."

When inside, tackle the Orange Wizards throwing magic missiles and the Scimitar Swordsmen, "1," with Flays. The Wizards take two shots to kill. Proceed to "2" where you find a new spell—Energy Bolt. Watch out for the Orange Wizards further into the room—they're perfect fodder for your new spell.

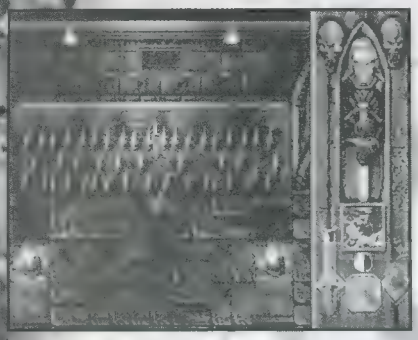


The next chamber, "3," contains three Orange Wizards, a Rune Triangle, and a Magic Sphere. Arm your Energy Bolts or Flays and destroy the enemies (if you're using Energy Bolts, fire three in quick succession—don't wait for the first to hit before firing the second). At the back of the room is a switch located behind a pit of spikes—fire an Energy Bolt at it. You

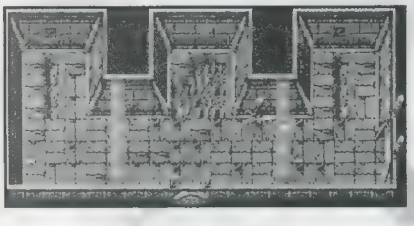


INDOOR 3.3

open the west door, walk to "4" and tackle the two Orange Wizards.



In room "4," there are three switches protected by spike pits. The only way to activate these switches (and get the Magic Spheres) is to throw an Energy Bolt at them. To open the southern door, activate the right- and left-hand switches—the spikes move as shown here.

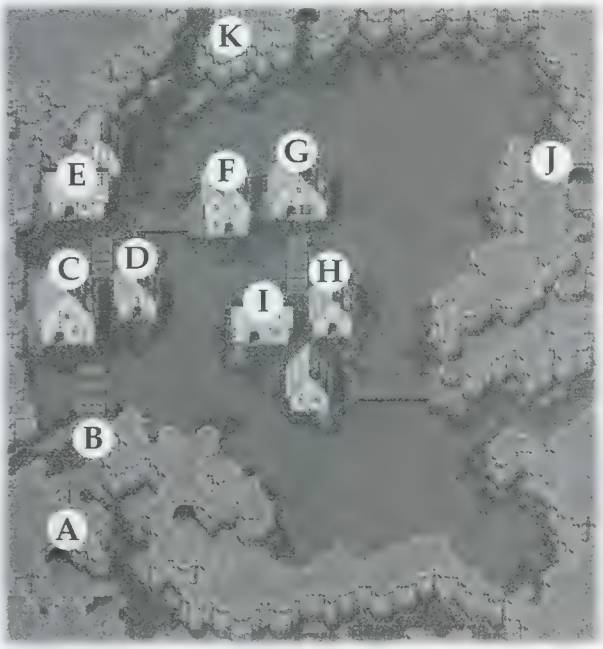


If you need the captive or Magic Sphere in the middle alcove, hit the switch, grab 'em and then hit it again to deactivate it. The door south only opens if the middle switch is "off" and the other two are "on."

The switch marked "5" opens the door south, as always. There's a Magic Sphere nearby. Don't miss the Blood Vial in the top-left corner, either. You know the way from here—save your game on the way out.

Head back to the outdoor section on map "Outdoor 3.2." Leave the citadel area on the path marked "B." Proceed north toward Nachtholm and map "Outdoor 3.3."

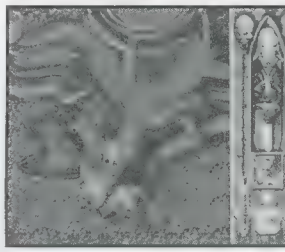
Nachtholm



OUTDOOR 3.3

Another day, another dollar, another village to explore. Remember, the wolf can leap up or down small steps, giving access to caves.

In the first cave "A" is a Blood Fountain, which also increases your strength. Stand where shown and press your "action" button to replenish your supply. After drinking, the blood in the fountain becomes black and tainted—drink this and you *lose* blood.

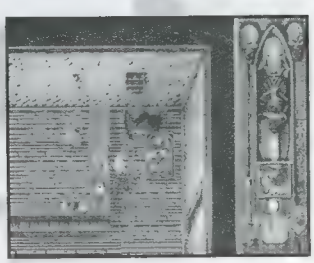


The rocks barring your way across the bridge at "B" can be pushed aside, but only after you've drank from the fountain in cave "A"—just entering is not enough. In the village you find…

C: Ye Towne Tavern. Leap over the bar as the wolf to find three chests, each containing a Flay.

D: Lion Head Pub. There's a barrel containing a Flay here. Behind the bar there's a Blood Bottle.

E: Nachtholm Armory. Two chests hold two more Flays.



F: King's Tavern. In a barrel is a new magic object, Implode. Use the citizen in bed in the same way you use a captive.

G: More citizens.

H: Still more citizens.

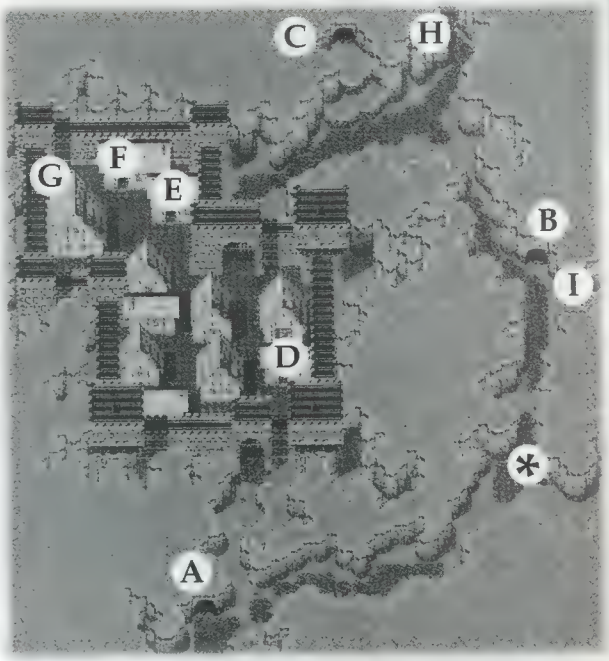
I: A Gravedigger and a citizen "for a change."

NOTE: In buildings "G," "H," and "I," the citizens are found in bed if you visit at night.

Surprisingly, there's no pathway east in front of the cave marked "J," which is blocked at present—you can't yet get in.

The other two caves are also currently inaccessible, so move north at "K," to map "Outdoor 3.4."

Steinchencröe



OUTDOOR 3.4

After leaving Nachtholm "Outdoor 3.3" by the northern path, you arrive at this huge, fortified city. The cave passed on the way, "A," contains another Blood Fountain, which also protects you from rain. Cave "B" is full of easily won Flays, Magic Spheres, Heart of Darknesses, and captives, though you can't get past the stone monsters until you have the mace, as explained in the appendix. Remember where it is and come back later. Cave "C" is a Spirit Forge, and you can get the magic item Implode here. It's blocked—see "E" for details on how to get there. Most buildings and surrounding streets contain citizens and soldiers to kill. The buildings also hold the following:

D: An Implode.

E: The Big Horn Brothel. There are two Implodes and two Flays hidden in barrels. Also, in the middle of the three rooms to the rear of the building is a secret door. Move the chair that's against the back wall where the green border is missing, and tread on the pressure plate *underneath. The door leads to a teleport* taking you to the Spirit Forge at "C." Avail yourself of the offer of Implodes—they're really useful, and you can soon replenish your blood supply in the town.

F: A couple of Flays, hidden in barrels.

G: Check out the old man—he's got something to say.

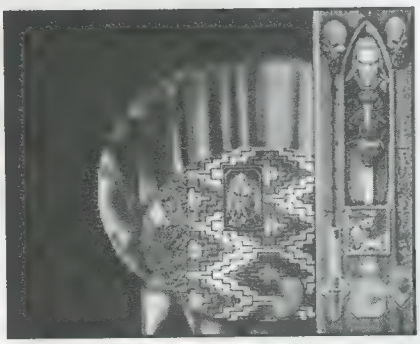
I: Continue east a short while here for a Bat Beacon.

Once you've picked the town clean, it's time to head north again, leaving the map at "H" and arriving at "Outdoor 3.5."

Vasserbünde

OUTDOOR 3.5

Pick your way north to the town. The gypsy camp "A" contains the usual motley collection of civilians, but the gold-colored tent holds a card that lets you disguise yourself as a human—the disguise form. You can't attack, drink blood or use magic in this form, but you're much less likely to come under attack yourself. A useful tool for those short of blood.



Turn yourself into a human and walk through the camp again—the gypsies talk to you now. This is what the old man in Steinchencröe meant when he said people speak to you if you approach them correctly. You learn of a missing trading caravan.

In town, either dodge the Poleaxe Wielders or use the disguise form to stop them attacking. After the bridge, you look up to Nupraptor's Keep, an amazing skull-shaped building.

Note the bat picture in the top-right corner. This means what you're looking at is a Boss Area, accessible on the bat map. Resist the temptation to fly—you miss too many power-ups. The buildings in the town contain the following:

B: Two Slow Times, an Implode, two Magic Spheres and a few corpuscle-packed civvies.

C: Cap'n Bitter's Sudz. Just a few people.

D: An armorer's. There's an Implode in the chest.

E: An undertaker's. There's a Heart of Darkness and a Putresce in the barrels.

F: A room containing four sleeping civilians at night, one waking woman by day.

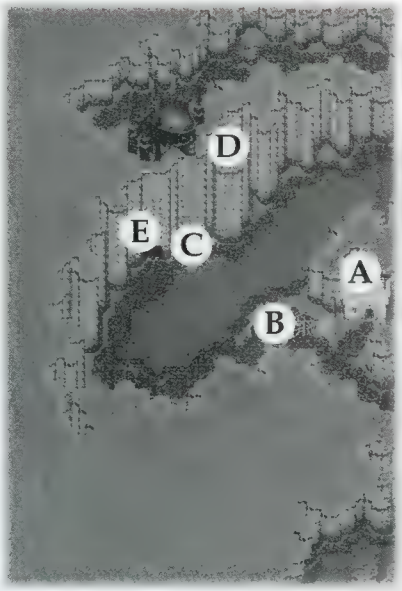
G: Village Smithy. Chests contain Flays.

H: Chopping Block. There are two Implodes hidden in barrels.

I: A Slow Time and, during the day, a couple of civvies.

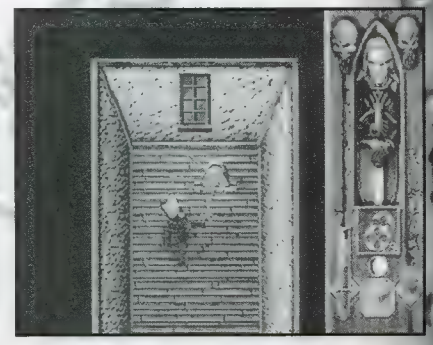
Time to go west to "Outdoor 3.6" at "J" and follow the screams.

Into The Sanctuary



OUTDOOR 3.6

At last you can see the skull construction—but can you reach it? Start by entering building "A." After killing the poleaxe-wielding warriors (Implodes work well), make your way to the back room and move the huge lever.

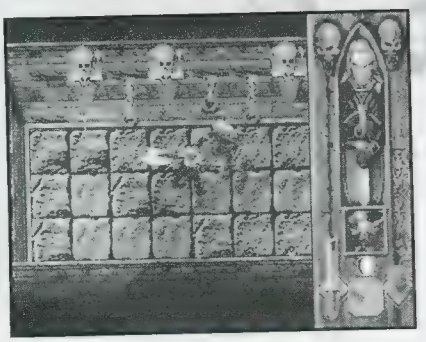


This opens the gates "B." Caves "C" and "D" are linked by a short and unremarkable indoor area, and there's a Time Slow at "D." In cave "E," there's a saving post, behind which is a complex of rooms beyond the northern exit from the save room. This is Nupraptor's Sanctuary! Proceed to map "Indoor 3.4."

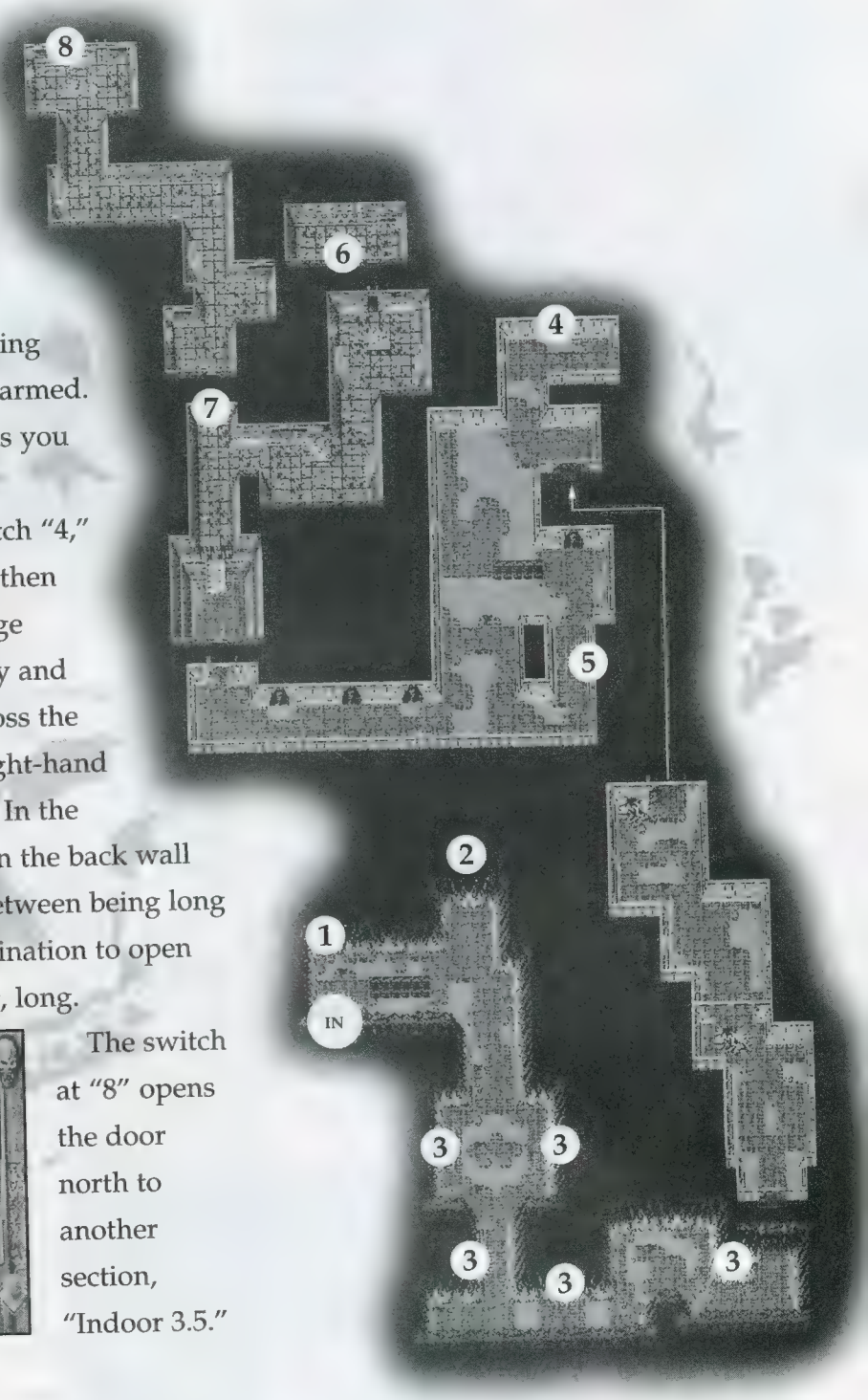
Nupraptor's Sanctuary Part 1

After going north from the save room, the switch at "1" reveals a bridge east over the toxic ooze. After collecting the Flays, "2", proceed south using the wolf; he's best to get past the spinning blades at "3" without being harmed. Watch out for more of these as you progress.

Battle your way to the switch "4," drinking captives as needed, then flick it to reveal another bridge across the ooze. Grab the Flay and Magic Sphere to its right. Cross the bridge and go south. Take right-hand path "5," then proceed west. In the small room "6," the chains on the back wall are switches. These toggle between being long and short—the correct combination to open the door at "7" is long, short, long.



The switch at "8" opens the door north to another section, "Indoor 3.5."



INDOOR 3.4

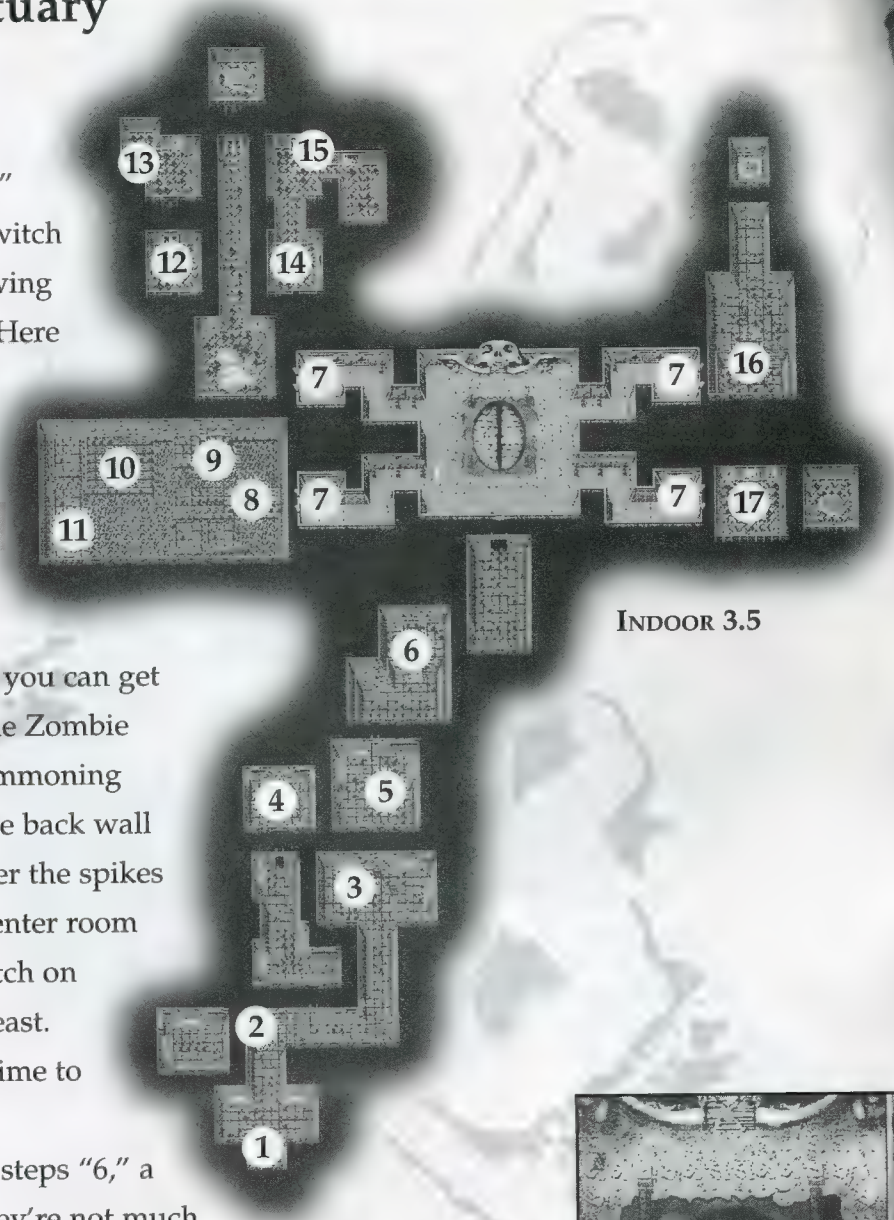
Nupraptor's Sanctuary Part 2

This section is entered at "1," following on from "Indoor 3.4." Throw an Energy Bolt at the switch "2" to remove the spikes, allowing entry to the room to the west. Here you get a message from one of Nupraptor's servant girls, telling more of his madness.

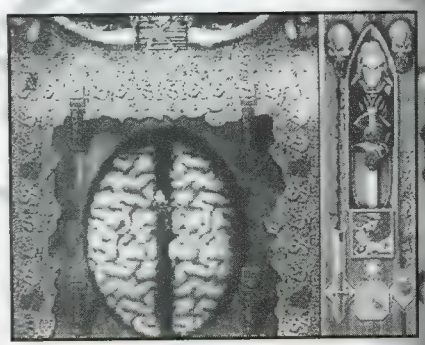
At point "3" you must fight multiple enemies. Throw in a Putresce before they spread out. Do it quickly enough and you can get them all in one blast. Go for the Zombie Piper first, or he just keeps summoning Zombies. A chain switch on the back wall opens the door passed just after the spikes at "2." Go through it. As you enter room "4," you're locked in. The switch on the back wall opens the door east. After a short fight at "5," it's time to go north once more.

As you reach the top of the steps "6," a couple of Zombies appear. They're not much trouble—dispatch them and throw an Energy Bolt at the switch on the back wall, opening the east door. After another fight, move north to the room with the brain design on the floor.

Needless to say, the switches at the points marked "7" open the doors next to them. Don't miss the Rune Triangle and the Blood Vial in the main room.

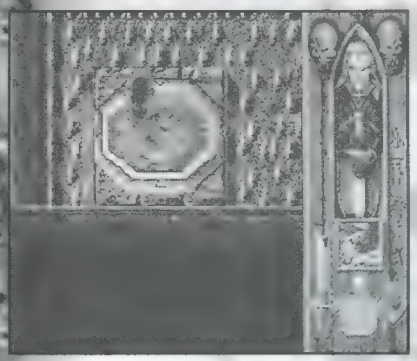


INDOOR 3.5



Taking the room to the southwest first, the switch marked "8" builds a bridge forward to the next "island." Clicking on the switches you find there allows you to get to "9." Use the wolf to jump west and move the lever

there, bridging the way to "10." Avoiding the spikes, jump west again, then south twice, collecting the Blood Bottle and Magic Sphere, to "11." This is a teleport that puts you next to the brain in the center room.

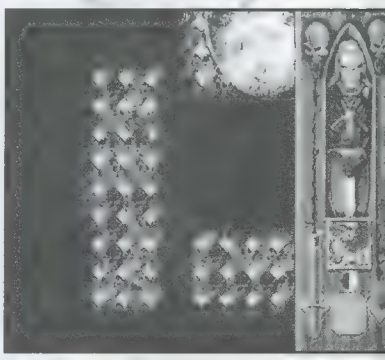


Trying the northwest door, you find yourself in a tastefully decorated room full of pictures. Pick up the Slow Time in "12," and two Zombies appear from the room to the north. Kill 'em and press on. There's an Energy Bank at "13," but more Zombies appear as you approach. When you leave through the east door, the door to "14" should now be open. Collecting the Magic Sphere inside summons more Zombies. Press ahead. The statue at "15" is a switch opening the west door as well as the door north to the teleport "16," which takes you back to the center room next to the brain. If you're feeling hungry, just around the corner from "15" are some captives!

Go through the northeast door to "16" and you find yourself in an extremely dark area. Struggle about halfway up the stairs and monsters appear—if you use a Light spell, do it *after* this point or it's canceled as they arrive. A Time Slow works well here too. Kill the monsters (not too hard when they're going slow) and take the door north—or, if you like, kill as many as you have to and escape north. For a simple fight, just hold your ground on the stairs—they can't surround you then. This is a riskier approach, though. Perhaps the easiest way through this room is to enter as the wolf and just run north without fighting. It's unsatisfying, but it works. In the northern room there's a teleport back to the brain.

Pressing on, the southeast door takes you to a small area decorated much like the last. The switch behind the torn picture on the back wall "17" opens the door to the teleport, which takes you to a huge and seemingly empty room. The light fades a short way from your position. Whatever you do, DON'T CAST A LIGHT SPELL! You're in an invisible maze.

Walk around the edges of the lit area and further corridors light up. Follow these. If you cast a Light spell the whole room lights up, leaving you unable to identify the passages and therefore (as irony would have it) completely in the dark. At the end of the maze, you find a Blood Bottle and the teleport back to the brain.

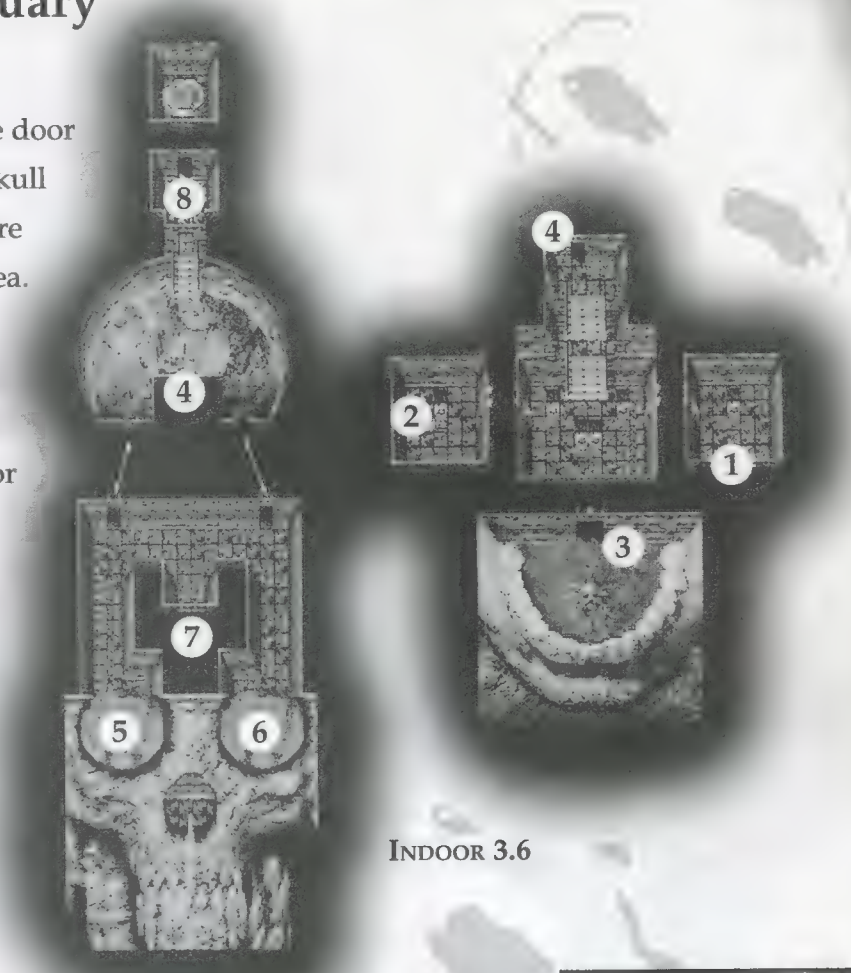


After using all four teleports, the door to the north in the "brain" room, taking you through the mouth of the skull, is open. Go *through to "Indoor 3.6."*

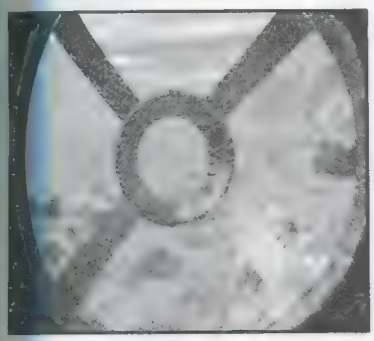
Nupraptor's Sanctuary Part 3

This area is entered through the door marked "1," leading from the skull door in the previous room. There are lots of Fire Mages in this area. The levers at "3" can only be pushed standing to the right of them—there's no combination to work out. They open the door to "2," where you find Fire Mages and Flays.

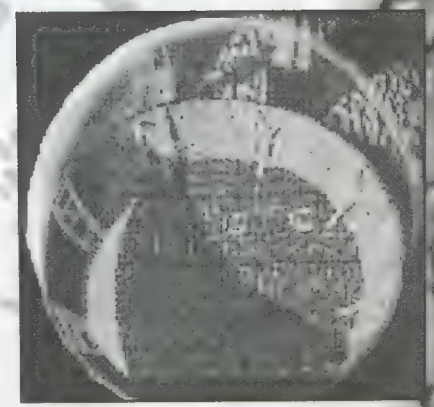
The door marked "4" on each of the two map sections doesn't close when you go through it—come and go as you please. There's a Blood Vial and a Vista under the left eye "5," with a Rune Triangle and another Vista under the right "6." The messages are simply views across the valley.



INDOOR 3.6



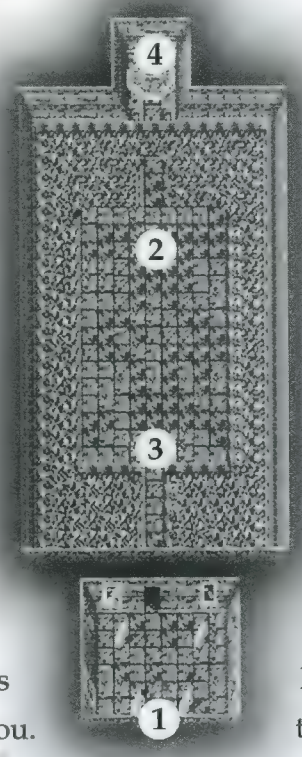
Walk south from "7" to reach the nose, where you find a Putresce. The way through "8" is now open. Go through the teleport, which takes you to a room resembling a goldfish bowl.



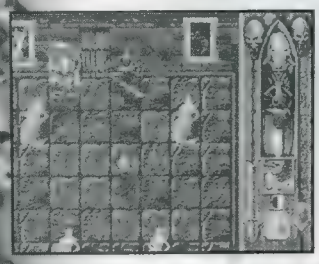
Collect the free gifts, then walk from one teleporter to the other here—you find yourself at a save game post. Press on through the northeast door (the only one in the room) to "Indoor 3.7."

Nupraptor's Sanctuary Part 4

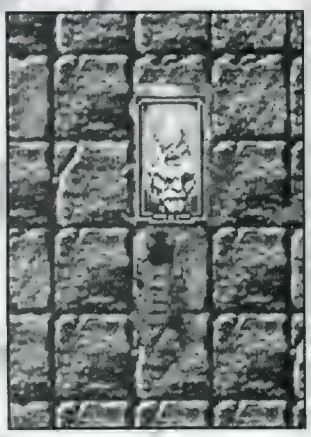
INDOOR 3.7



You arrive here from the save game post through door "1". At last, you meet Nupraptor, now a broken shell of a man. Malek, sworn protector of the Circle of Nine, appears to defend Nupraptor from you, but Nupraptor sends him away. After listening to this exchange, morph into the wolf and press north for your battle.



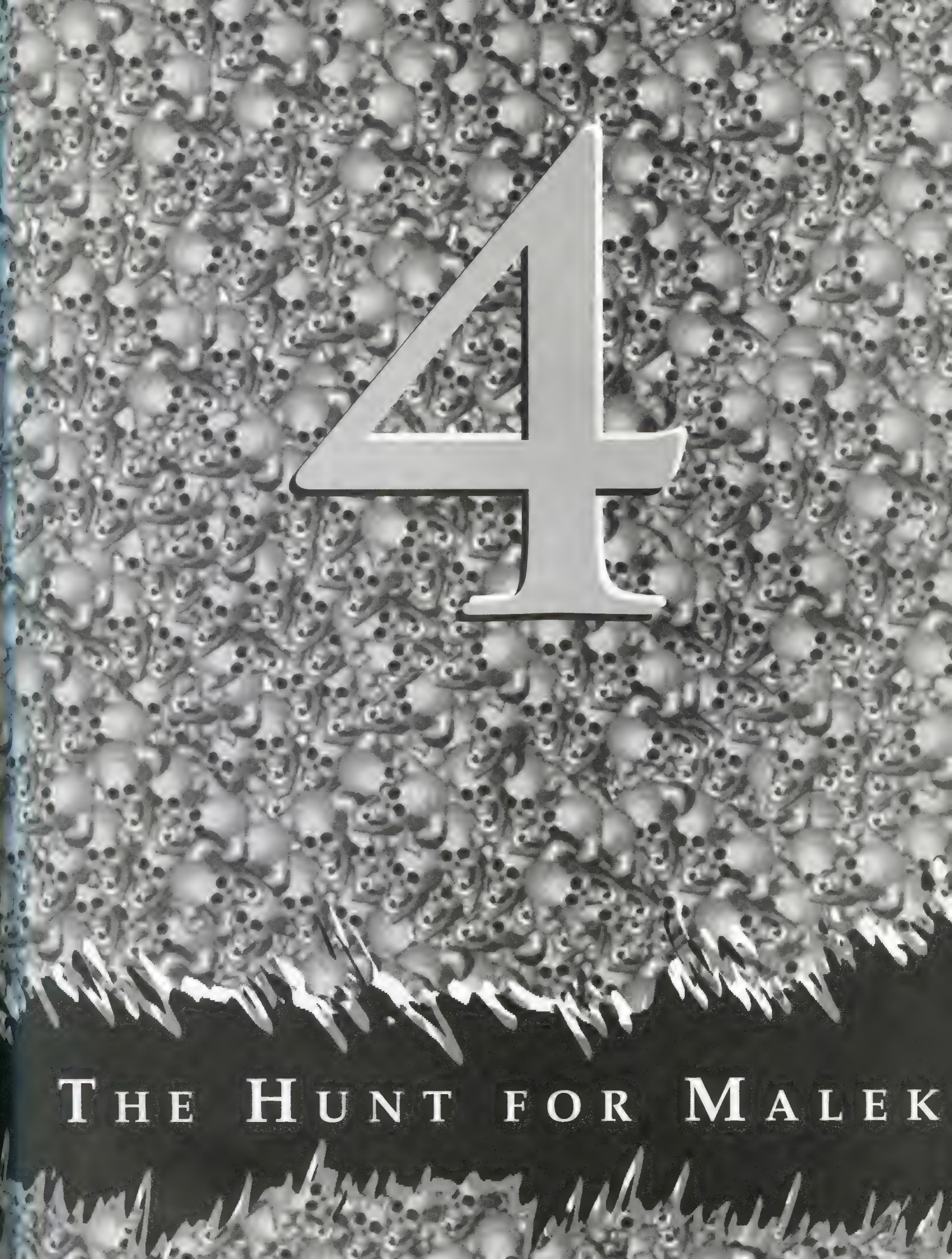
Rows of green and purple spheres now roll toward you. They're all deadly, but the purple ones fade in and out, leaving gaps in the row for a short while. Run through these—fast! Eventually you get to Nupraptor at "2." Give him a swipe—he disappears. Work your way south to see him again at "3." Hit him—he vanishes again, reappearing at "2." After this, spikes come up, making it more difficult to maneuver through the spheres; have patience and you'll get through." Repeat this until the spheres stop rolling (four hits in all), and Nupraptor appears toward the center of the room surrounded by rotating skulls. These slow, stop, and fire outward—don't get hit. Better still, get your blow in quick before they have a chance to fly. Score a hit on Nupraptor and the four skulls are replaced by eight. Score a second hit and he dies, leaving behind his head for you to collect. A word of warning, though—as you hit him, you're thrown back. Make sure this doesn't take you onto the spikes.



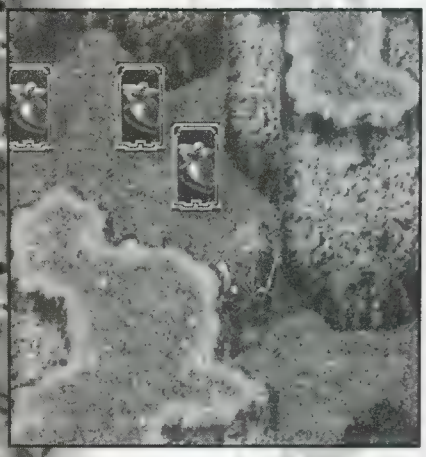
Now go north and leave via the teleport "4," which takes you to the circle of stones where you find the mace.

Arm the mace and use it to smash the stones, allowing access to the chests containing blood bottles. Leave via the south door and you automatically fly as a bat to the Pillars at "Outdoor 2.3."

Ariel congratulates you as you place the head of Nupraptor on the Mind Pillar, restoring it to its true health. She also warns you that to defeat any of the other guardians, you must first dispatch Malek.


4
THE HUNT FOR MALEK

Malek of the Sarafan



Remember this house in Wasserbunde? Remember the inaccessible goodies just outside the gypsy camp site? Now that you have the mace, you can smash the stones and get to them.

There's more goodies near your mausoleum also. Instead of flying part of the way to Malek's Bastion, use the sanctuary spell to get back to the starting crypt. Using the wolf, you can leap the fences outside the crypts, exploring buildings previously unreachable. There's a couple of Blood Vials in the graveyards, a Flay, and three Pentalich of Tarots on hand.

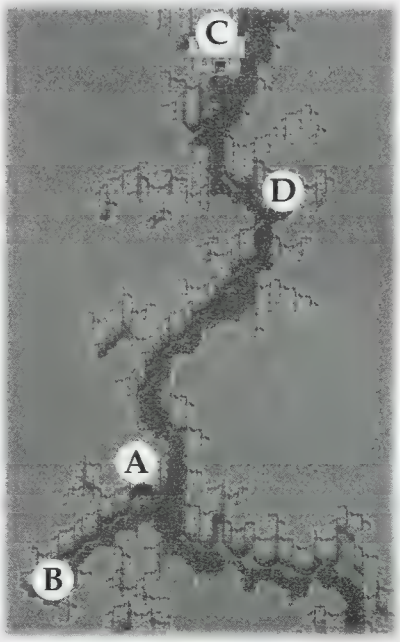
Now fly to the pillars, then walk northward again, smashing your way into exciting areas you couldn't previously reach because you didn't have the mace.

For more instances like this, check out the appendix at the back of the book.

To Coorhagen

Go to Wasserbunde, map "Outdoor 3.5," and use the mace to smash down the stones blocking the way north. You find them where shown, next to the butcher's shop. Check out the appendix for a few more places to loot *en route.*

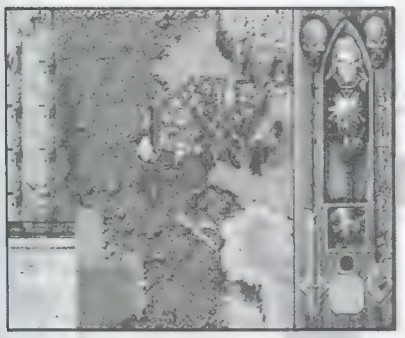
Pick your way along the path. Cave "A" is a Blood Fountain, which also speeds the rate of recovery of magic energy.



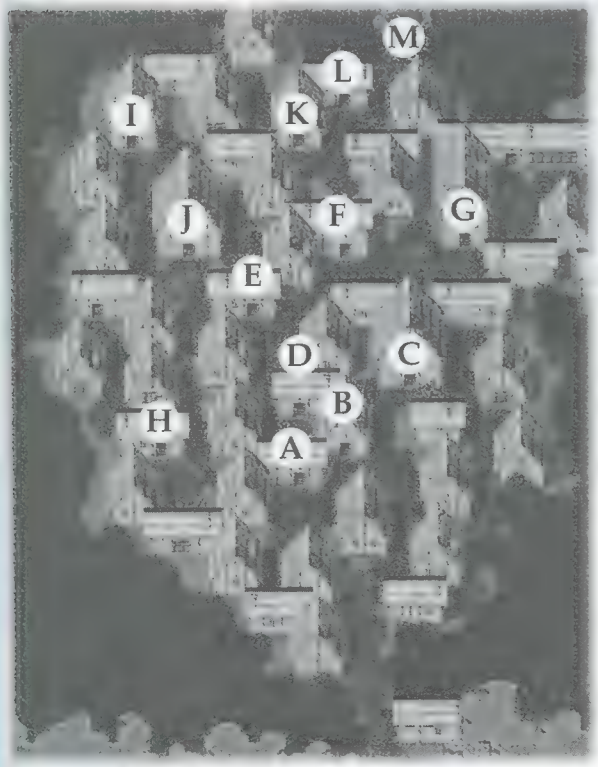
OUTDOOR 4.1

Mace-smash the stones and collect the four Heart of Darknesses and five Flays at "B," then press on north. Building "C" holds two Flays and a Magic

Sphere, with a wagonload of bodies outside. Judging by what you've heard about the plague, you might see a lot more in Coorhagen. Cave "D" is blocked.



Your suspicions were right. Coorhagen is full of festering corpses. Luckily vampires are immune from the plague that decimated the town.

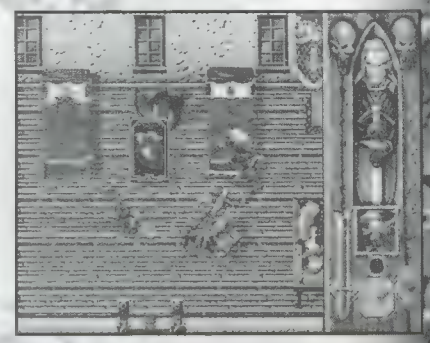


OUTDOOR 4.2

With disease rife in Coorhagen, the streets are patrolled by the undead, not foot soldiers. As well as the usual assortment of citizenry, the buildings hold the following:

A: A Heart of Darkness hidden in a barrel. You *can* drink the blood of the plague victims if you find them in bed.

B: By night, there are three citizens in bed. By day, they're gone.



C: Action time—save your game at the save post and get clobbering! This is a long series of rooms which, as well as introducing a new spell, connect two otherwise inaccessible areas of Coorhagen. Check out map "Indoor 4.1."

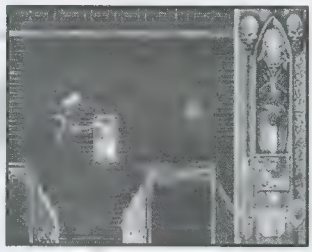
You start in the save game room. The picture on the floor tells you you're soon to find another spell—if you survive! The doors east and north are locked, so leave by the west exit.

There are two Men-at-Arms and a Peasant Swordsman in the next room "1." They're not difficult to dispatch, but be prepared. There's another scrap at "2," so keep your sword (or mace) ready. Collect the Magic Sphere (if needed) and the Heart of Darkness at "3."

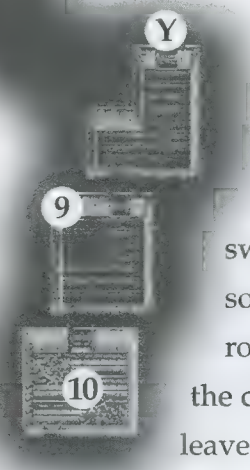
INDOOR 4.1

Work your way to room "4" where you find an Energy Bank, then on to "5" where there's a Blood Vial. These items are far from unguarded, so prepare for battle. The switch in the northwest corner of room "5" opens the door south back to the save post where you find the east door open. Go through.

In room "6" there's a Flay, a Magic Sphere, and an Implode. On the negative side, there are also a few armed Skeletons. The door west leads to a room visited earlier "3," but you're now on the raised walkway "7." There's an Implode, a Putresce, two Rune Triangles and some captives, but you have to fight your way through the Orange Wizards to get them. Use Energy Bolts—it takes around three of them to kill. Failing that, go for Flays or (better still) Implodes. The spell is at point "8," and it's Repel.



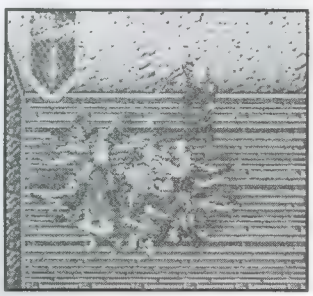
Load up and cast your new spell, then make your way south through door "X." You emerge at door "Y." This room is full of Orange Wizards and other nasties—now you see why you cast the spell. The switch at "9" opens the southern door in the same room. Pick your way through the corpses in room "10" and leave via the south door, which takes you back to Coorhagen at point "D" on map "Outdoor 4.2."



D: This door connects with "C" via a large and dangerous dungeon.

E: Two Putresces and two Implodes in barrels.

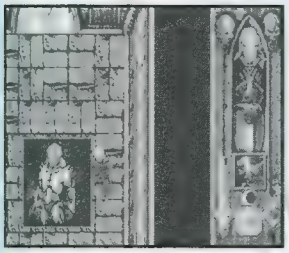
F: Dead bodies and a Flay.

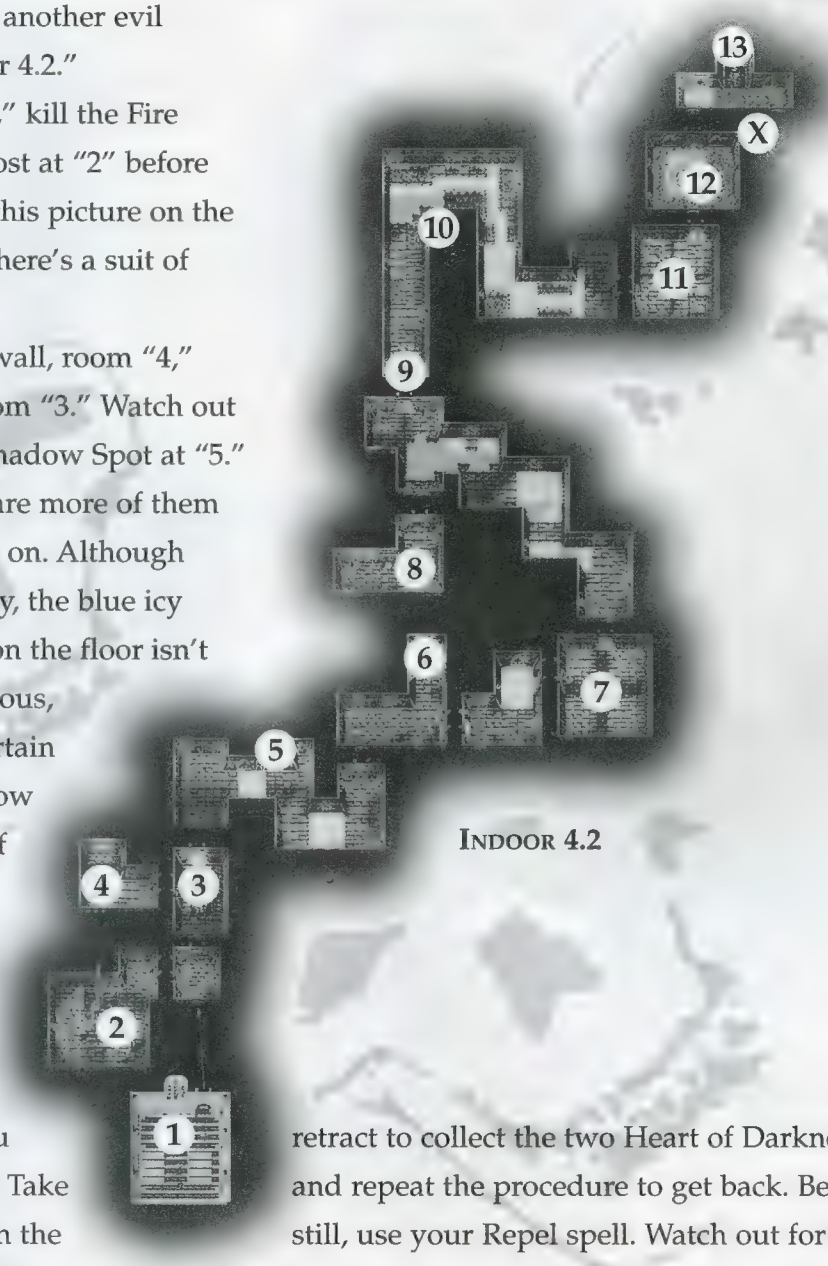


G: This is the church. It's another evil dungeon, map "Indoor 4.2."

Starting at the church "1," kill the Fire Mages and visit the save post at "2" before proceeding to "3." What's this picture on the floor? Something tells me there's a suit of armor in this dungeon.

The switch in the north wall, room "4," opens the north door in room "3." Watch out for a Shadow Spot at "5." There are more of them further on. Although slippery, the blue icy patch on the floor isn't dangerous, and certain undead monsters can't follow you onto it. There's more of this later too.





INDOOR 4.2

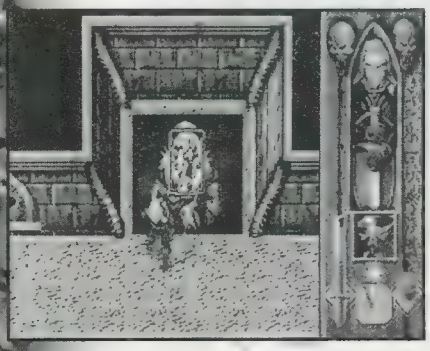
The switch at "6" opens the door east. The two captives nearby should come in useful, too. Make your way to "7," where you fight a Shadow Summoner. Take him out first, then deal with the Shadow Spots. When they're dead, the Blood Bottle is yours for the taking, and the captives yours for the killing. Don't miss the Implode either. Press north.

Don't turn into a wolf to get past the spikes at "8." Walk into the gap between the two braziers, press the switch that opens the door at "9," move west again when the spikes retract to collect the two Heart of Darknesses, and repeat the procedure to get back. Better still, use your Repel spell. Watch out for the Zombies, though—they're not tough, but they can send you reeling into the spikes with their attack.

Work your way through some extremely tricky spikes to "10," where you find a much-needed Blood Bottle. There are two more around the corner, along with an Orange Wizard.

After draining the two captives outside the room, make your way to "11." There's a Skeleton Summoner here—the quicker you dispatch them, the fewer bone-buckets he brings forth. Use your Flays or Implodes here—it's what they're for. When you've cleared the room the door north opens—drain the captive and leave.

Grab the Rune Triangle at "12" and four zombies appear. Kill them and move to "13" where you find the Bone Armor. Put it on. Now move south through door X and on to the second part of the map, "Indoor 4.3."



You enter the second section by door "Y." Skeletons patrol area "14," but aren't keen on attacking, thanks to your Bone Armor. The spikes at "15" are, for once, easy to negotiate—just stay in the center of the corridor and grab the Blood Bottles to the south of them.

There are captives at "16," but the ice in this area is very slippery—don't slide into hazards. Use the wolf to jump the single spike at "17" near two more captives. There's a Blood Vial at "18" and it's not difficult to get with the wolf.

There's another fight at "19"—kill the Shadow Summoner first. The door east stays shut until he's dead. Watch out for an Orange

INDOOR 4.3

Wizard and another Skeleton Summoner at "20." There are two Orange Wizards at "21," use an Implode, and don't miss the Blood Bottle in the southeast corner. Thankfully there are two captives and a Rune Triangle in "22." Leave room "23" by the southern door and you're back in Coorhagen, map "Outdoor 4.2"—outside building "H," to be exact.

Once more, let's explore the town on "Outdoor 4.2."

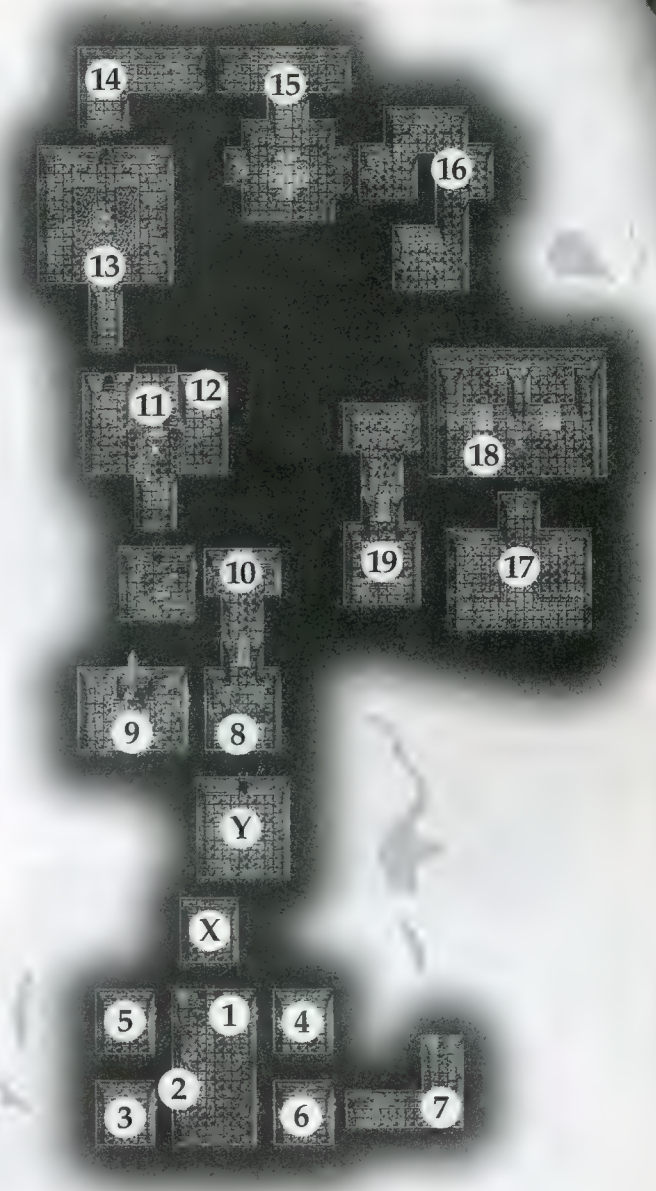
H: This is connected to the church at G, via an extremely evil dungeon.

I: Two Putresces.

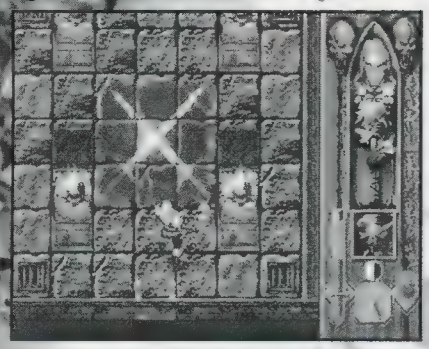
J: There's a Magic Sphere, an Implode and an Anti-Toxin in some barrels. Down the cellar there's another dungeon to "Indoor 4.4."

Flick the switch at "1" (once) to open the door at "2." Go into room "3." Open the chest with the mace (you get two Flays), then pull the switch on the north wall. This opens the door to room "4." Smash the chests with the mace for two Heart of Darknesses and three Pentalich of Tarots, and pull the switch on the north wall to open the door to rooms "5" and "6."

In "5," there are five Flays. In "6," there are two Flays and three Heart of Darknesses. On to "7," there's a Magic Sphere and a flight of stairs going up to building "K." Don't climb them. Instead, flick switch "1" again to open the northern door. The teleport "X" leads to another small dungeon area, bringing you to Teleport "Y." You can move between these at will.



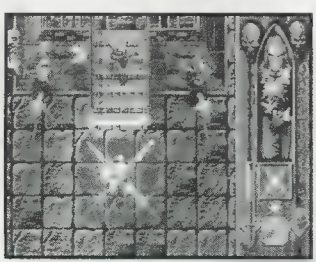
INDOOR 4.4



The floor pattern at "8" tells you there's another spell to be won, but save your game at "9," first. Kill the Scimitar Swordsman at "10," then pull the switch to open the west door. The spell, Inspire Hatred, is at "11." As you walk up the stairs the spikes disappear, allowing the Poleaxe-Wielders to get to you. Grab the spell, arm it and use it as the zombies arrive. When you've finished, grab the Magic Sphere at "11." The lever at "12" opens the door north.

The barrels in room "13" contain a Magic Sphere and a Blood Bottle. Captives line the back wall. The lever in the center of the room opens the door north.

The barrels at "14" hold a Blood Bottle and a Rune Triangle. There are more captives here too, as well as more Poleaxe-Wielders. At "15," grab the two Flays in the northeast corner *before* pulling the switch in the center of the room. It raises spikes, preventing you from going anywhere but south from that point. The lever in the western alcove now opens the door directly opposite.



The barrel in room "16" holds a Magic Sphere. You probably need it by now. The barrel at the end of the room holds a Blood Bottle and a Magic Sphere. With so many enemies between the two, you're bound to need one of these.

At "17," use magic to defeat the Orange Wizards behind the spikes. Change into the wolf—as you do, Zombies appear. Deal with them, then leap the spikes to collect the Blood Vial in the west of the room. As always, the lever opens the door north.

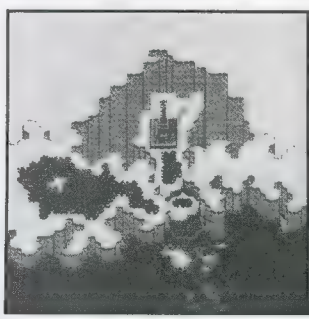
More magic is required to trash the wizards at "18," then collect the Rune Triangle between the two raised areas before going west. Room "19" is simple enough—walk onto the teleport to be transported to the save post at "9." Save your game, use the teleport to the south and leave via the stairs at "7." You're back in Coorhagen, map "Outdoor 4.2."

You can now reach the rest of the buildings in the town on map "Outdoor 4.2."

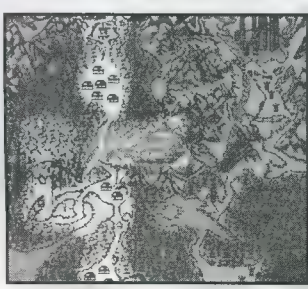
K: Links to "J" via a dungeon.

L: Down the cellar are four Anti-Toxins four Putresces, and a couple of Fire Mages.

Now you can leave this wretched town—go north at "M."



Leap north and activate the Bat Beacon. From there, change into the bat and fly to Malek's Bastion, the building highlighted here.

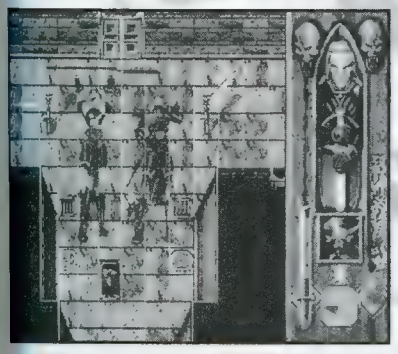


When you arrive, listen to the message then enter through the doorway.

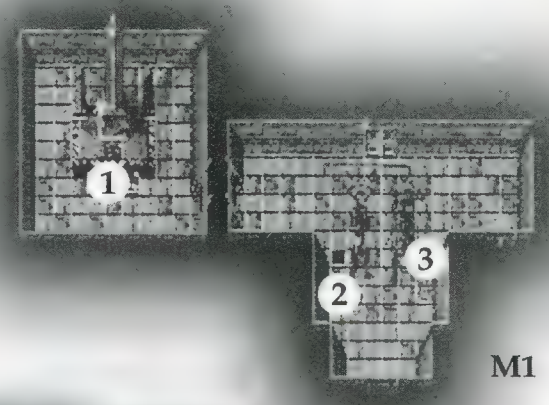
Malek's Bastion

Because Malek's Bastion is full of stairs and teleporters, it's impossible to map more than a few rooms at a time. To avoid confusion, we've simply labelled them M1 to M20.

You enter the Bastion from the south. Grab the Heart of Darkness. Go west to the save post "1," then take the teleport "2." The drain "3" is a hidden switch that opens the right-hand south-facing door, a short cut to Malek.

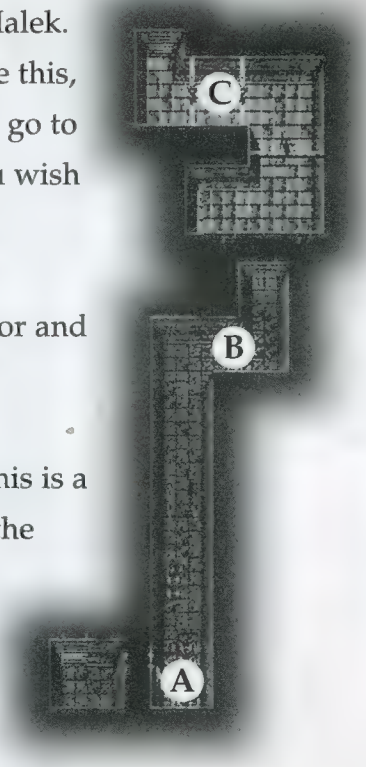


If you ignore this, teleport and go to "M2." If you wish to use it, go through the southern door and go to map "Bonus.1."

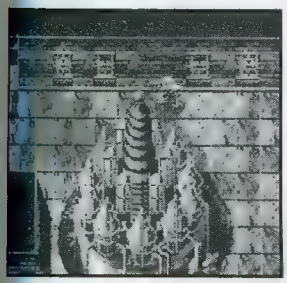


M1

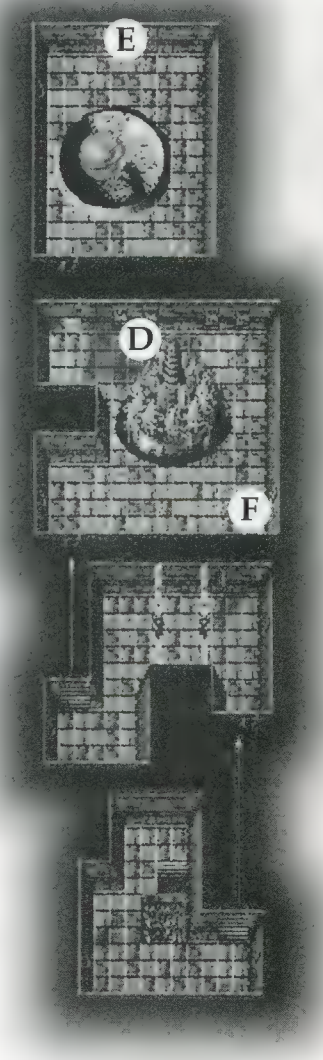
Because this is a bonus section and not a normal part of the dungeon, we use letters here instead of numbers. Flick the switch in the floor "A," press north and collect the Heart of Darkness "B" before climbing the stairs. Collect the Magic Sphere at "C", killing the two enemies as you go, then proceed North to "Bonus.2."



BONUS.1



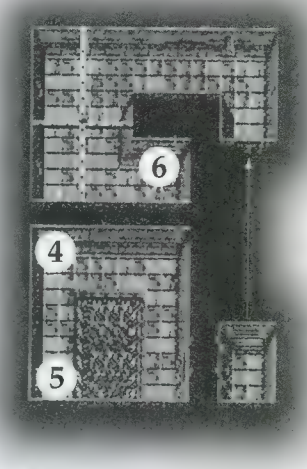
After a few more fights, you reach the switches at "D." The combination to open the door to the northeast is (left to right) Up, Down, Down, Up as shown.



BONUS.2

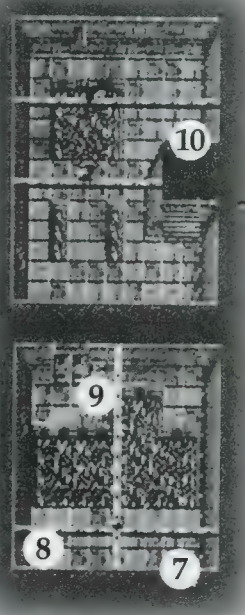
Go north and flick the switch at "E" to destroy Malek's dastardly machine. Now use the teleport at "F" to reappear at "C." Go through the door to get to the entrance to the main tower and map "M15."

Assuming you didn't take the short cut after teleporting from "3," you reappear at "4." There's a Magic Sphere at "5," and also the switch to open the door east. The stairs at "6" only appear after the warrior is killed. They lead to "7."

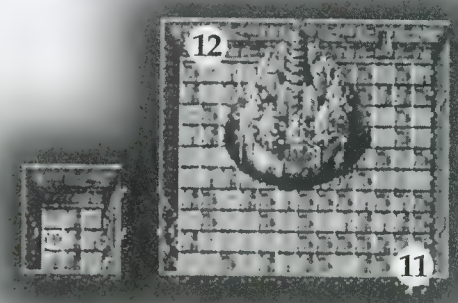


M2

The switch at "8" creates a path through the spikes to "9." This switch creates a path along the right wall, allowing you to leave via the northeast door. You then arrive at "10." Grab the Magic Sphere and pick your way through the spikes to the staircase.



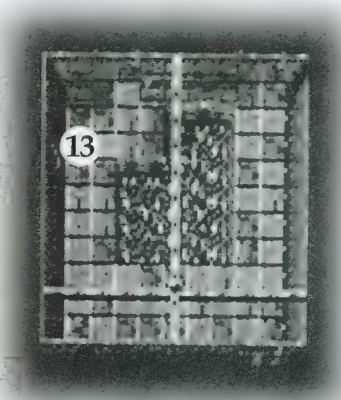
M3



M4

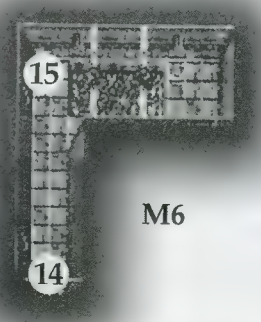
You arrive at "11." Listen to the message—the armored warriors you fight here are the souls of long-dead soldiers welded to their armor. Flick the switch at "12" to stop them appearing, then go west into the teleport to "13."

Just walk north from "13." It's the lower room on map "M3," but with the northwest door open. You've completed a tower—take a walk north along the ramparts and enter the next. Alternatively, the northeast door takes you back to "10" on map "M3."

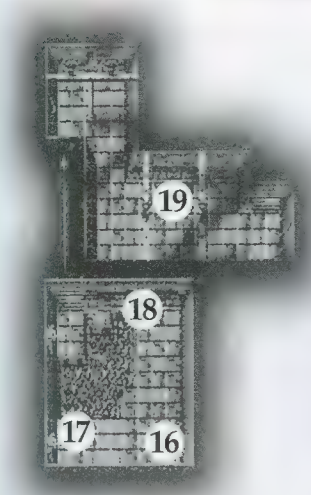


M5

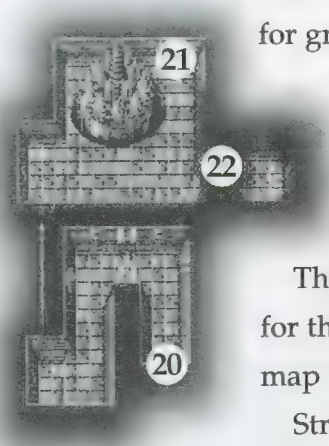
Enter the new tower at "14," then go through the teleport at "15," which takes you to "16" on map "M7."



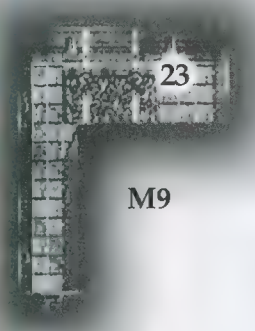
M6



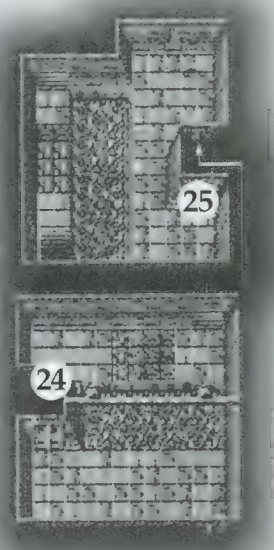
M7



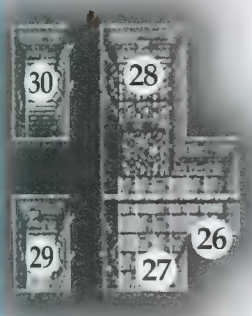
M8



M9



M10



M11

M12

The switch "17" opens a bridge to the stairs in the northwest. There's a Heart of Darkness for grabs and also a Rune Triangle, but this isn't easy to grab. The switch between the rotating axes "18" opens a path along the west wall, much safer than braving the axes.

There's a Heart of Darkness at "19." Head for the stairs, taking you to "20" on map "M8."

Struggle through the floating spiked balls and rotating axes to the stairway north. The switch "21" opens the door east "22." Go through and teleport to "23" on map "M9."

Having arrived at "23," grab the Magic Sphere nearby. There's not much else to do here except take the door south. You've finished another tower; march east along the ramparts to the next.

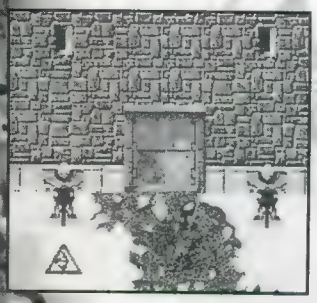
Entering at "24," pick your way over the retracting spikes and make your way north up the stairs. Now go up the staircase marked "25" to map "M11."

Entering at "26," press the switch at "27" to lower the first set of spikes. Fire an Energy Bolt at the switch marked "28," opening the door to room "29." Change into the wolf. Hit the switch in the north wall to lower the retracting spikes, then run into room "30," grabbing the Heart of Darkness on the way. Don't waste time—the spikes won't stay down long. Go down to "31," map "M12."

Entering at "31," cross the spikes and go down the stairs to "32." Kill Malek's Warrior

and collect the Heart of Darkness before leaving by the southwest door to "33" to map "M13." This door stays shut until the warrior dies.

Entering at "33," go down the stairs and kill the warriors at "34." The switch at "35" opens the door to the teleport marked "36," which takes you to "37" at map "M14." Once again, dodge the soldiers and flick the switch first.

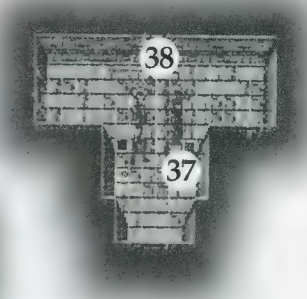


You should recognize this room—it's where you started. Go west and save your game, then take the door north at "38." This takes you out of the tower and on to map "M15."

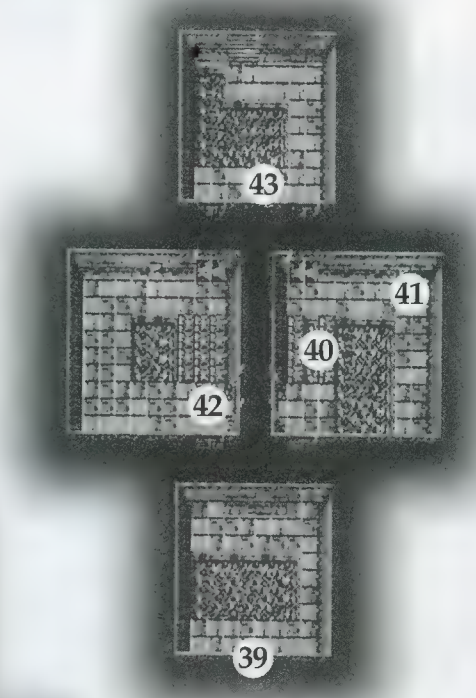
Before going through the door past the frozen guards, explore the courtyard first—there are two Heart of Darknesses, two Rune Triangles and a Magic Sphere.

Entering at "39," go through the right-hand door to "40." Here, use the left set of retractable spikes to go north, and the right ones to return south. Press the switch at "41" then go east to "42." Go north over the retracting spikes and through the now-open door. (Note: The switch in this room opens the north door near switch "41." They both lead to the same room.) Kill Malek's Warrior at "43," then leave by the north stairs to map "M16."

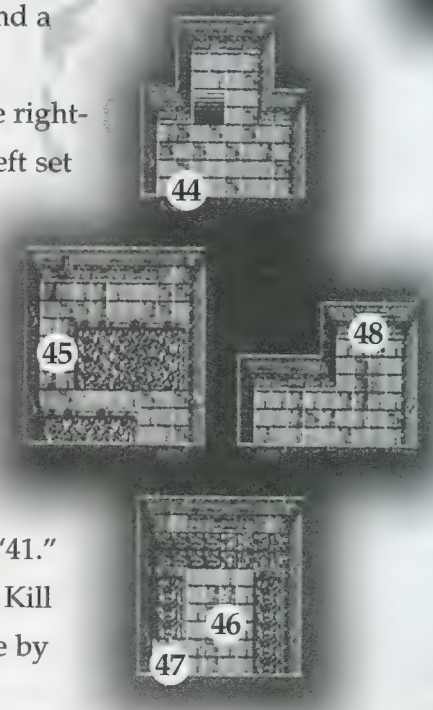
M13



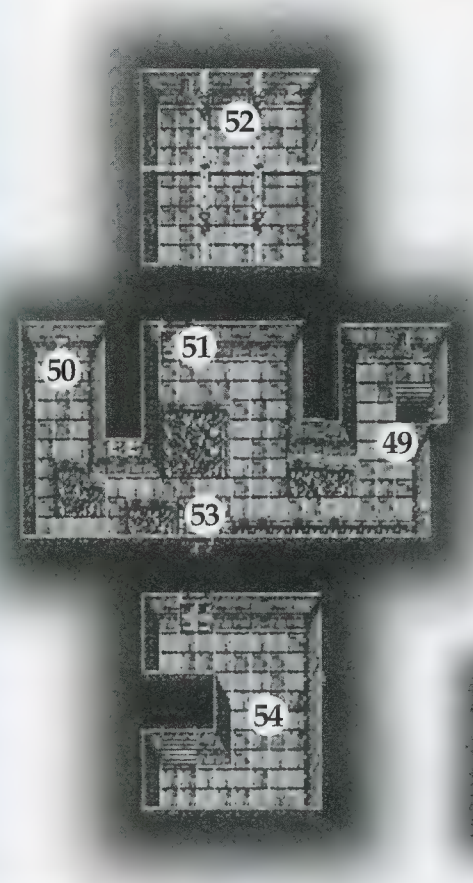
M14



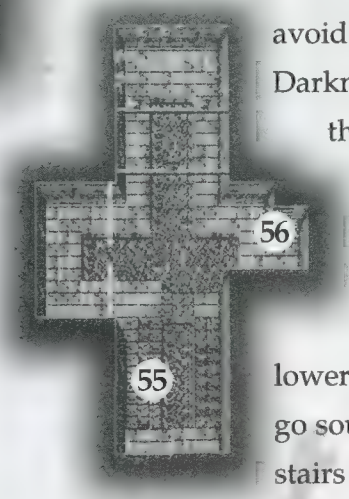
M15



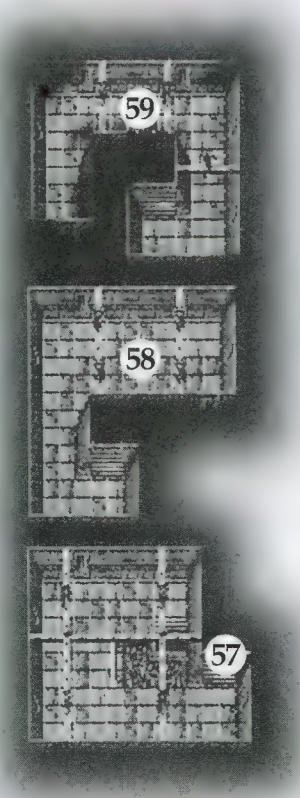
M16



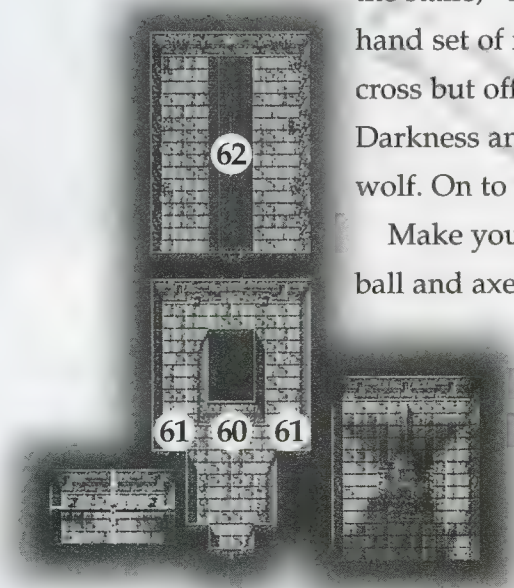
M17



M18



M19



M20

Get to "44," past the rotating blades. With good timing, you should make it unscathed. Fast legs and keen timing are needed at "45" too—dodge the axe and the floating ball and collect the Pentalich of Tarot at "46." The switch at "47" clears the way to the northeast door, but only temporarily—run like fury.

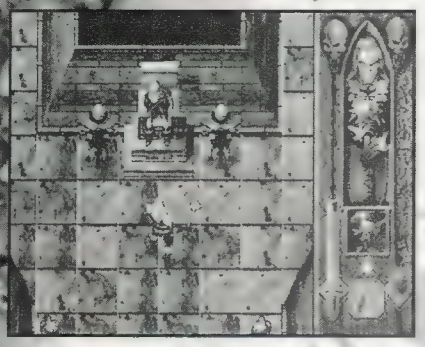
Go north via the steps at "48." You end up in map "M17."

From "49," time your run south to avoid the hazards. There's a Heart of Darkness at "50," and the switch opens the door at "51." There's a Blood Bottle and a Heart of Darkness at "52," partly concealed by the overhead beams. Don't miss them.

The switch in the northeast corner lowers the spikes at "53," enabling you to go south. After a fight at "54," go up the stairs to map "M18."

Take the route over the spikes at "55" to the stairs, "56," for an easy run. The right-hand set of retracting spikes are trickier to cross but offer two Flays, a Heart of Darkness and an Energy Bank—use the wolf. On to "M19."

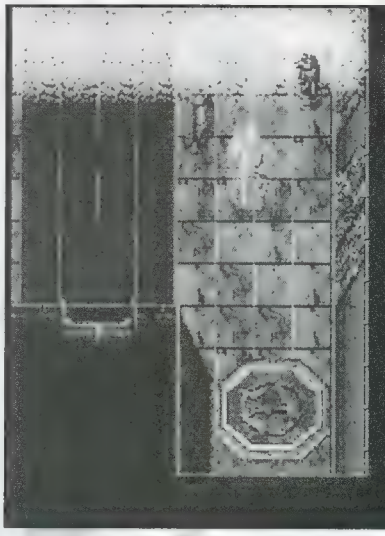
Make your way up at "57," avoiding the ball and axe hazards at "58" before climbing the stairs and killing the soldier at "59." Now climb again to "M20," and your second encounter with Malek!



Malek's corpse is at "60." The teleports at "61" lead to side-rooms. The left-hand teleport takes you to four chests containing two Heart of Darknesses, a Blood Vial and a Magic Sphere. The other offers a save game post. Now press north to fight Malek himself "62."

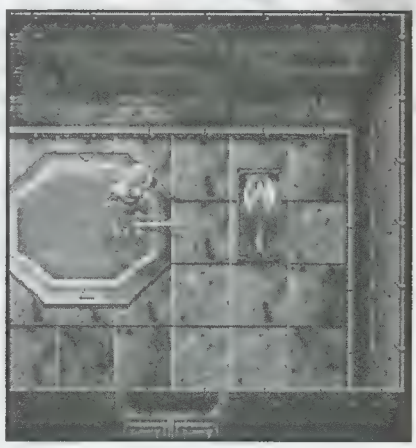
Cast a Repel spell to reflect Malek's attacks back on him. Then charge in and attack—you'll need to use a two-hit combination to succeed here. Malek will block your first hit, but the second will connect. Once you've hit him several times, he'll break apart, reconstitute, and come up shooting a tracking projectile and three projectiles at angles. Either cast a Repel spell or run away; the tracking projectile will eventually dissipate.

This sequence happens two more times, but each time Malek blocks more of your hits, so use a three-hit and then a four-hit combo to do him damage. After the last time, Malek will reconstitute and race to the top of the screen—he tries to destroy his own Bastion by shooting a huge wall of destructive energy down the room. Run south and enter the newly appeared teleport.



You appear in a room next to the axes—take them and go south into another teleport.

You reappear at the foot of a Bat Beacon. Activate it, and fly to the pillars to see Ariel. She tells you Malek survived the attack and to seek the oracle to the east of his Bastion for aid.

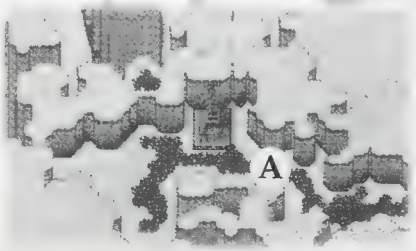


5
FIND THE ORACLE

The Oracle of Nosgoth

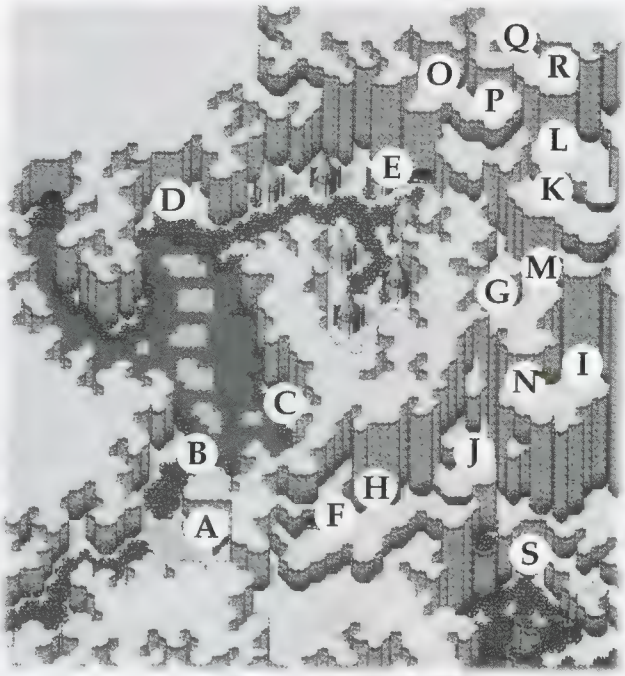
So Malek escaped—next time he won't be so lucky.

After visiting The Pillars, fly to the Bat Beacon under Malek's Bastion. If you're weak, pay a visit to your crypt with the Sanctuary spell before flying back.

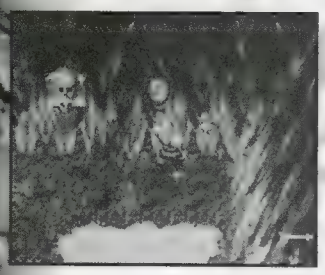


OUTDOOR 5.1

Chop down the tree "A" with your shiny new axes, then proceed east to "Outdoor 5.2."



OUTDOOR 5.2

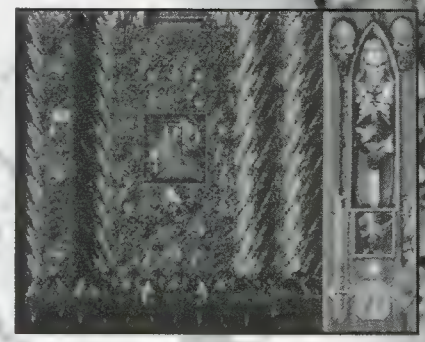


At "A," listen to the message then make your way to the floating ice blocks at "B." Use these as stepping stones—jump across the river using the wolf. Don't bother leaping to "C," there's nothing there. Instead, go to cave "D." There's an underground complex here, offering a new spell. Go to map "Indoor 5.1."

After saving your game, make your way to "1." Kill the Scimitar Swordsman and grab the Heart of Darkness. There's a couple of Flays at "2," but you've a real fight on your hands before you can get them. Ready your best magic before approaching. There are more Scimitar Swordsmen and Dandy Throwers at "3" and "4." Blast 'em and grab the Putresces they guard—Inspire Hatred works well at this point. Also at "3" and "4" are two lever switches—flick them to open the door north at "5." There's also a Magic Sphere here. By now you probably need it.

The new spell, Stun, is at "6." With it you can stun an opponent and drink his blood in the usual way. Use it on the Scimitar Swordsman in the same room (left-hand side, on the ledge), then proceed through the now-open north door. At "7," you have more

INDOOR 5.1



humans to kill or stun—if you're not on maximum health, take the latter option.

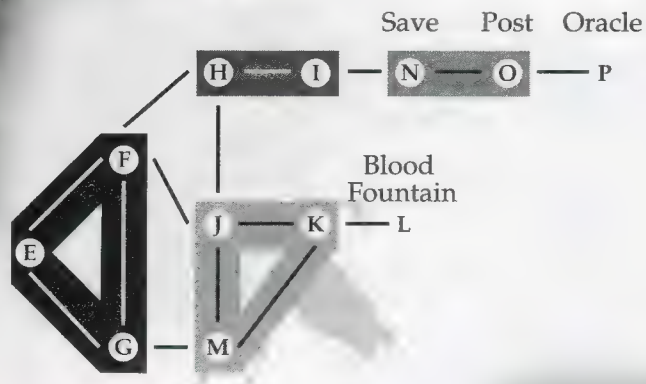
At "8" there are more Knife Throwers to contend with. They're on the ledge running around the room, so only missile magic is effective. If you need more magic energy, go back to "7" and kill the now-ghosted warriors, sucking their blue blood for magic power. After you've killed all four Knife Throwers, the door north opens. Grab the Rune Triangle and proceed.

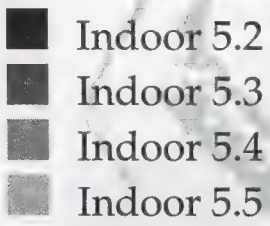
In room "9" you find (in this order) a Magic Sphere, two men armed with scimitars, a Blood Vial, two Knife Throwers, two more Knife Throwers and two men with scimitars defending a Magic Sphere, and (at last) a teleport taking you back to the save post.

If you've used your head in this dungeon, you should leave with maximum health and magic as well as an incredibly useful new spell. Save your game and leave the cave, returning to the main outdoor map, "Outdoor 5.2." Most of the caves are interconnected, so keep this handy while checking out the caves.

There are numerous Knife Throwers and citizens around the campsite, but you can't enter the tents. Instead, go to the complex of caves. In a nutshell, they are connected as shown.

Enter cave "E."





Cave E

Entering at "1," kill the various enemies in the caves and make your way to one of the exits. "2" takes you to "F" on the outdoor map, while "3" sees you at "G."

Caves F and G

Connects with "E" (see "Indoor 5.2" for map).

Cave H

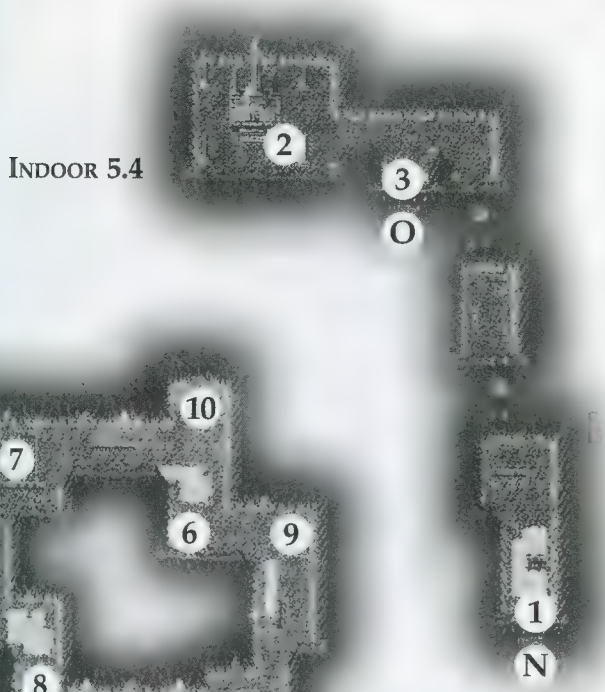
Here there's a Magic Sphere, "2," and a strange new monster, a floating fireball. Exit "1" is cave "H." Exit "3" leads to cave "I."

Cave I

Connects with "H" (see "Indoor 5.3" for map).

Cave J

To get to "J" from "H" or "F," you must turn into the wolf and leap up from the platform below. The chambers are largely featureless except for Jellies and spikes located near ice patches. Careful where you walk. Exit "1" is cave "J," exit "2" leads to "M," and "3" to "K" from where you can wolf-jump to "L," a Blood Fountain.



INDOOR 5.4

INDOOR 5.6

Cave K

Connects with caves "J" and "M" (see "Indoor 5.5" for map).

Cave L

A Blood Fountain, which also protects against snow.

Cave M

Connects with caves "J" and "K" (see "Indoor 5.5" for map).

Cave N

Moving on to cave "N," enter at "1," fight your way through the Jellies and Will-O-Wisps to the save post, "2," then leave via door "3." You emerge at cave "O" on the outdoor map.

Cave O

Connects with cave "N" and contains a save post—see map "Indoor 5.4."

Cave P

Point "1" is cave "P." Deal with the brown, disgusting Mutated Slugs throwing brown, disgusting missiles. Smash the stalagmite nearby for a Flay. There's a Blood Bottle at "2." Smash the crystal structures at "3" with your mace—you find a Blood Bottle and a Putresce inside them.

The crystal pillar at "4" holds a Blood Bottle and a Magic Sphere. There's another bottle at "5" and a Magic Sphere at "6."

The spikes at "7" guard a Flay. The stalagmites blocking your way nearby are crushed by the mace. The crystal pillar at "8" holds a Blood Bottle. A stalagmite at "9" holds a Flay.

At "10" there's another crystal pillar, holding a Blood Bottle. Grab it and move north to "Indoor 5.7."

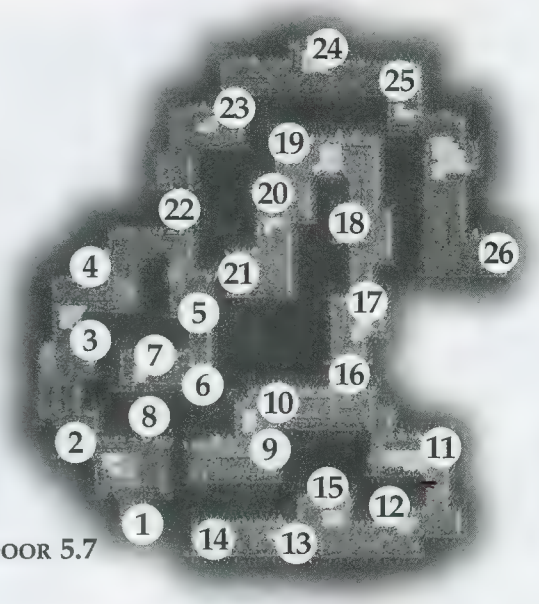
After going through the entrance at "1," take out the three stalagmites nearby to find a Flay. A stalagmite at "2" holds a Heart of Darkness. Smash the crystal pillar at "3" for a Blood Vial and a Blood Bottle, and there's a Flay in a stalagmite at "4."

There's a Magic Sphere and a Blood Bottle near the closed east door at "5," and another Blood Bottle at "6." The switch in the north wall at "7" opens the door at "8"—go through to find the east door also open.

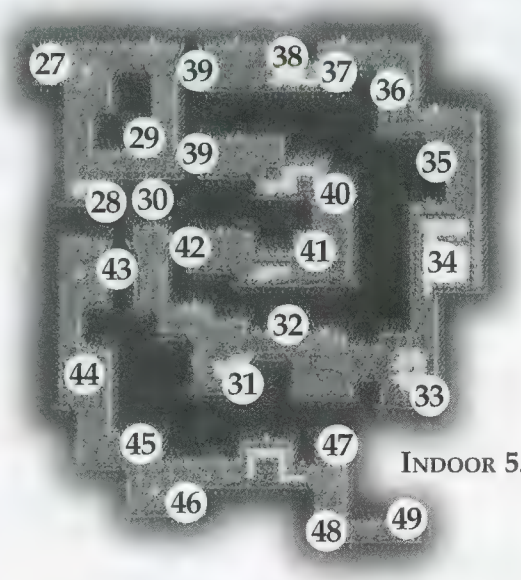
There's a Flay under a stalagmite at "9," and a Blood Bottle at "10." Don't miss the Magic Sphere at "11" or the blood bottle at "12." A Stalagmite at "13" conceals a Heart of Darkness, and a pillar at "14" contains a Blood Bottle. The switch at "15" opens the door north. Walking through this closes the door west but opens the door at "16." Make your way there and go through.

The stalagmites and stone barriers near "17" fall to your mace. They contain a Flay and a Blood Bottle. There's a Magic Sphere at "18," and a Putresce inside a stalagmite at "19." Throw the switch at "20," then go through doors "21" and "22," both of which are now open.

There's a Blood Bottle at "23," inside a stalagmite. There's a Flay at "24," and a Blood Bottle inside a stone construct at "25." After getting the Magic Sphere from the stalagmite, leave the area through door "26," taking you to "27" on "Indoor 5.8."



INDOOR 5.7



INDOOR 5.8

You enter this area at "27." There's a Blood Bottle at "28." The switch at "29" opens the door at "30." Press on to the Blood Bottle at

"31," then head for the Flay at "32." There's a Blood Bottle in the crystal pillar at "33."

Take care on the ice at "34"—don't slip into the spikes. There's a stalagmite containing an Implode at the end of it, though. A pillar at "35" contains a Blood Bottle, and there's a Rune Triangle at "36." A pillar at "37" holds a Flay, and there's a switch at "38"—flick it and go through the doors marked "39," but not before grabbing the Blood Bottle from the stalagmite nearby.

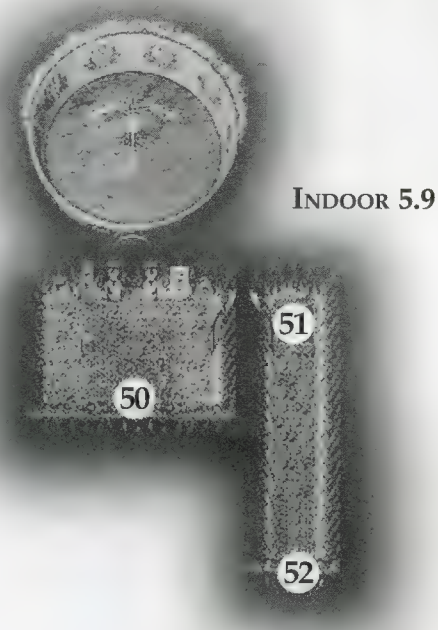
The door at "39" is also open now—go through. There's a Flay in the stalagmite at "40," and a Blood Bottle at "41."

Take doorway "42" and go straight through door "43." Get the Rune Triangle at "44," and the Magic Sphere in the stalagmite further south. There's a Blood Bottle in a pillar at "45" and a Flay at "46."

Flick the switch at "47," then smash the stalagmite to find the Flay at "48." Leave the area through door "49," save your game, then go on to map "Indoor 5.9."

Enter at "50" and listen to the messages about the artifacts scattered around the room.

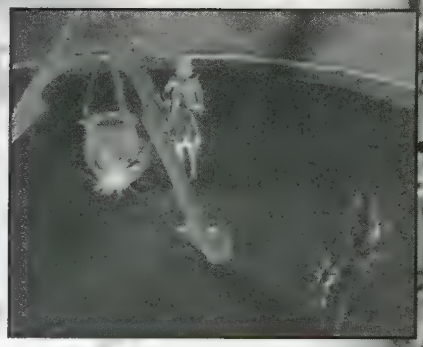
Go through the north door and walk around until you get a message from the oracle—it's Vorador you must now seek.

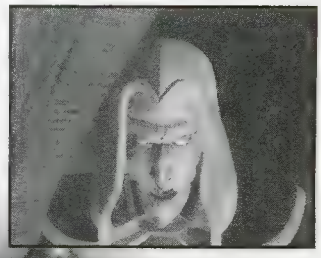


INDOOR 5.9

You also learn of King Ottmar, the only man capable of uniting Nosgoth against the army gathering in the east. However, he's preoccupied with his daughter's illness.

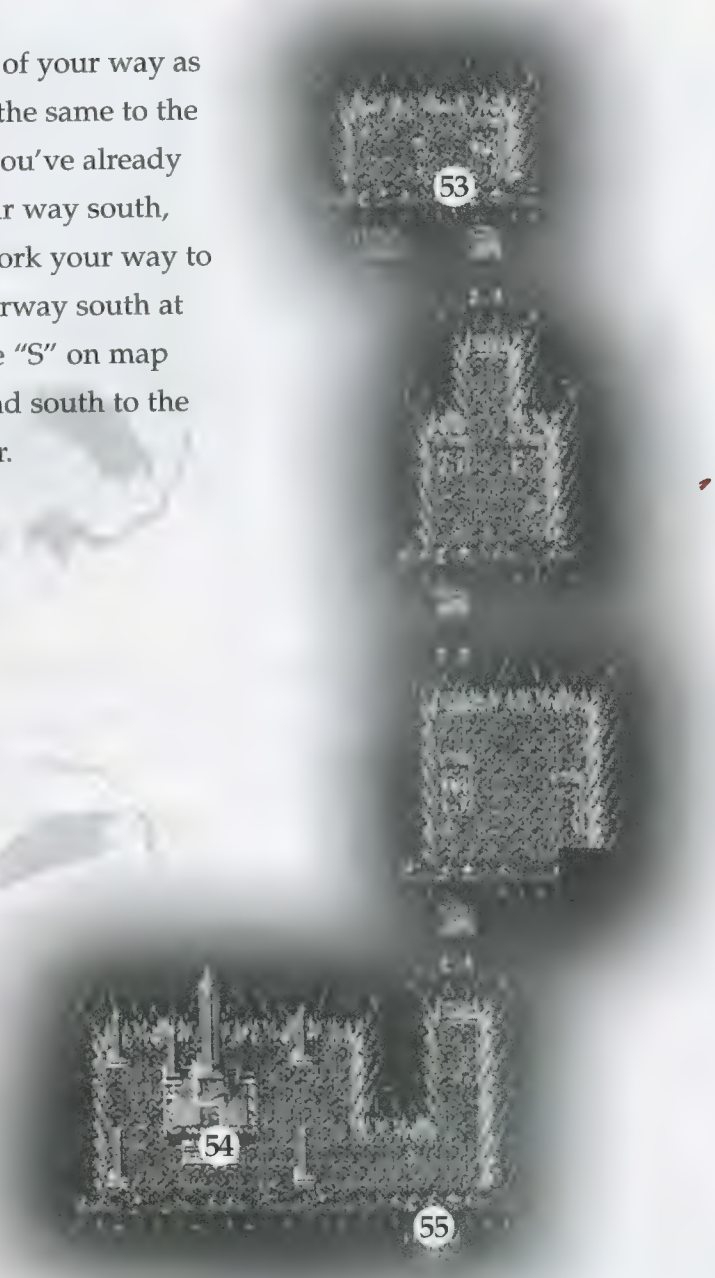
Now move east to "51" where you find the Incapacitate spell. The door at "52" leads outside again to map "Outdoor 5.2" and cave "Q." Pop next door to cave "R."





Cave R

At "53," push the boulder out of your way as far right as it will go, then do the same to the second, barely visible one. If you've already mispushed it and blocked your way south, leave the cave and re-enter. Work your way to the save post at "54." The doorway south at "55" takes you outside to cave "S" on map "Outdoor 5.2." It's time to head south to the Termagant Forest and Vorador.



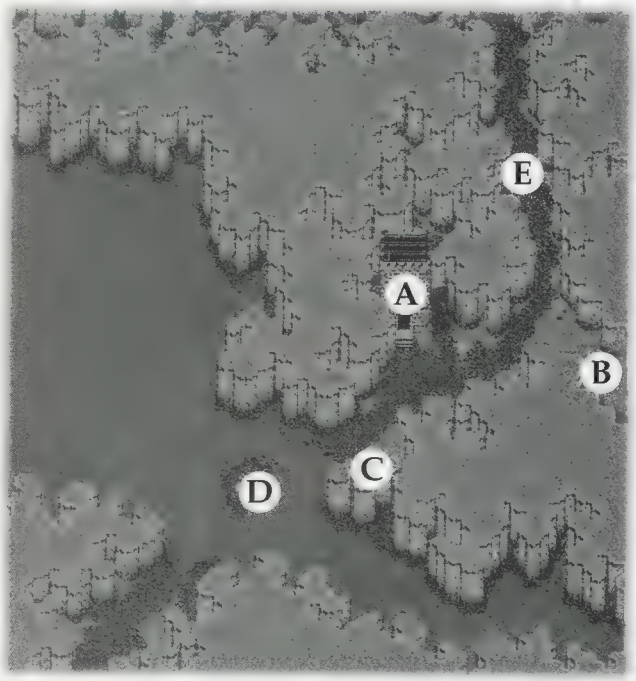
INDOOR 5.10

6
VORADOR'S MANSION

The Undead Warrior

Following the advice of the Oracle, you journey south to find the ancient vampire Vorador, one-time slayer of part of the Circle of Nine. If anyone can help you slay Malek, now revealed to be one of the Circle, he can.

The Stone Keep

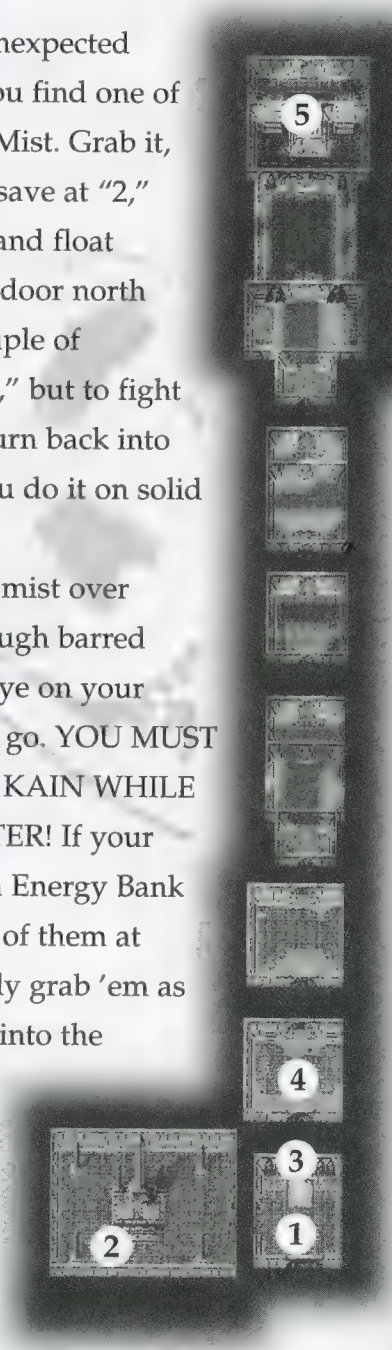


OUTDOOR 6.1

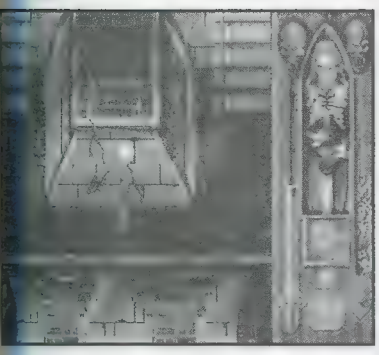
Follow the path south, on "Outdoor 6.1"—it takes you through familiar territory. Grab the Pentalich of Tarot behind the tree at "E," chop down the tree blocking the entrance to the stone keep "A," then enter—go to "Indoor 6.1."

Now here's an unexpected surprise—at "1," you find one of your magic forms, Mist. Grab it, pop next door and save at "2," assume mist form, and float through the locked door north "3." There are a couple of enemies in room "4," but to fight them you have to turn back into Kain. Make sure you do it on solid ground.

Proceed north as mist over quicksand and through barred doors, keeping an eye on your magic meter as you go. YOU MUST NOT RE-FORM AS KAIN WHILE OVER SEWER WATER! If your magic is low, use an Energy Bank item. There are two of them at "5," but you can only grab 'em as the mist. Now drift into the cracks underneath the platform holding the energy banks. Move north into a secret area for a Blood Vial and a Rune Triangle. Drift back and move north onto "Indoor 6.2."



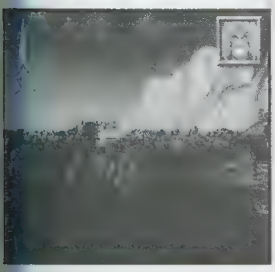
INDOOR 6.1



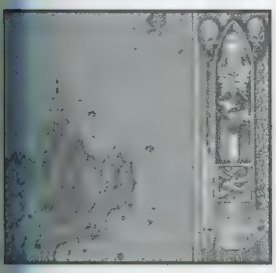
At "6," two Orange Wizards guard two Heart of Darknesses. Further north at "7" you find a Blood Vial and a Rune Triangle. Push North to "8" for a Magic Sphere. Points "9" can only be crossed as Kain.

The lever at "10" opens the door north, and the teleport "11" takes you to the room where you found the Mist form. Go west and save your game again, then leave the keep.

Back at map "Outdoor 6.1," press East at "B," activate the Bat Beacon, then move on to "C," from where you spot Vorador's Mansion.



Don't turn into a bat and fly there—instead, press south and float over the lake in mist form at "D."



You emerge on map "Outdoor 6.2," at point "A."

The Three Keeps

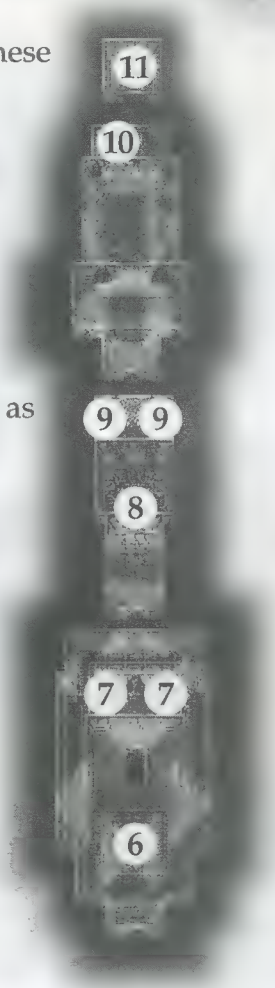
You arrive here at "A." There's a Flay just north of this point, but it's protected by poisonous flowers; it isn't really worth collecting. There are several power-ups lying around here. These are marked on the map as:

* * Putresce
* ! Energy Bank
* + Blood Bottle

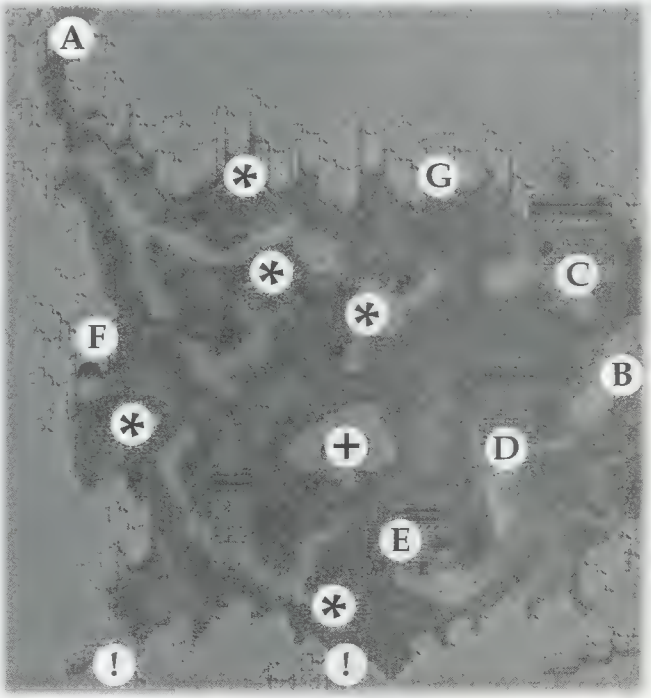
The buildings' interiors are mapped as follows:

C: "Indoor 6.3"
D: "Indoor 6.5"
E: "Indoor 6.7"

Use the Mist to cross swampy land. When you've gathered all you need, go to building "C" and map "Indoor 6.3."



INDOOR 6.2

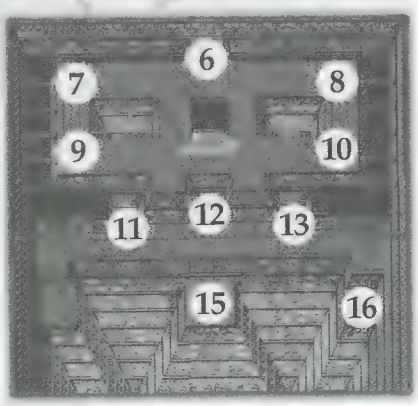


OUTDOOR 6.2

INDOOR 6.3

The strange design on the floor can mean only one thing; there's a major artifact here!

First things first—from your entrance at "1," go to "2" and save your game. Apart from the captives at "3" and "4," this area is pretty empty. Leave at "5"—you arrive at "Indoor 6.4."

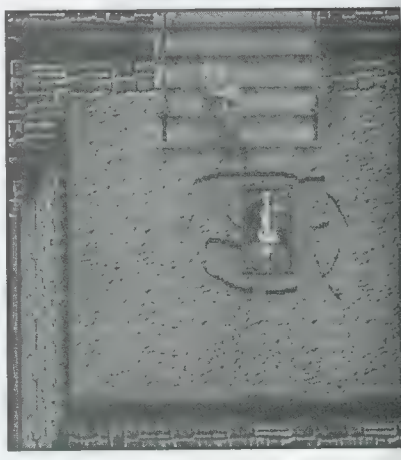


INDOOR 6.4

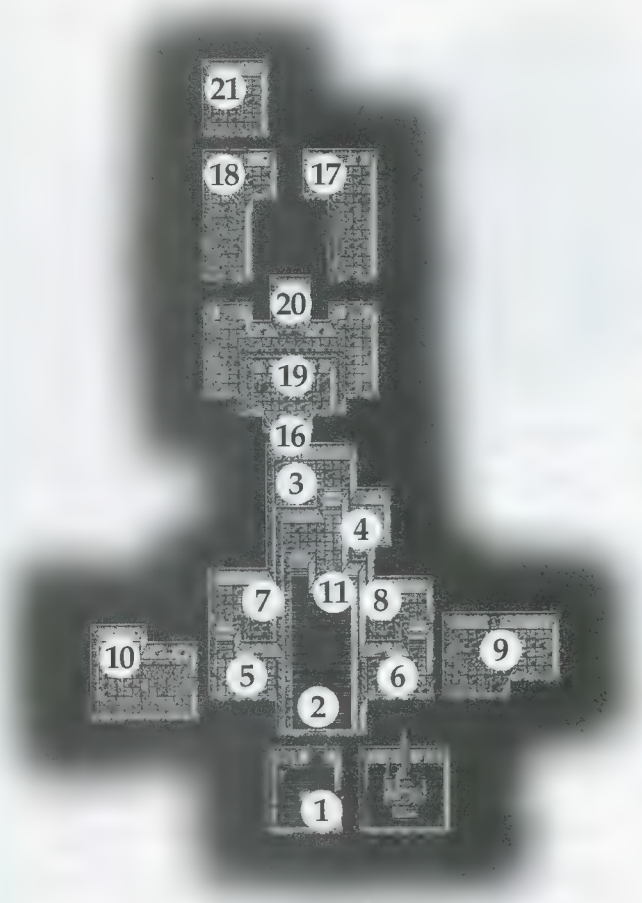
You appear on the roof. Switches "6," "7," "8," "11," "12," and "13" are surrounded with a red haze. The ones labeled "9" and "10" are green. Initially, the switches glow—treading on them dulls them.

First of all, wander around the rooftop killing the Peasant Swordsmen and Female Vampires guarding the switches. Then press switch "6" to lower the stairs south to the next level. Tread on switches "7," "8," "9," and "10" to lower two more sets of stairs to the Rune Triangle at "14" and the Blood Vial at "15."

Go down and collect them. Finally, restore the glow on switches "9" and "10" by treading on them again, and deactivate numbers "11," "12," and "13" by treading on them once—all red switches are now unlit, but the two green ones glow. A set of stairs takes you to "15" and the Flame Sword.

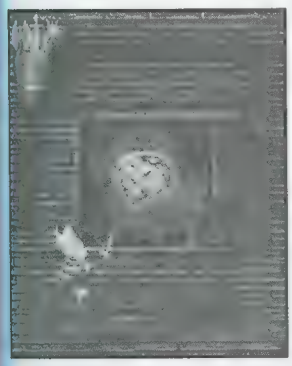


Go back to the doors and enter—you return to "Indoor 6.3" at "5." The door "17" is now open. Don't miss the captives at "18." The switch at "19" opens the southern door, which leads to the first room. Save again at "2" if you wish then press on. Back on "Outdoor 6.2," go to building "D."



INDOOR 6.5

As you enter building "D," "Indoor 6.5," you see another image on the floor at "1."



This one is a spell. After saving, press forth to the Magic Sphere at "2." Press straight on to "3" WITHOUT KILLING ANYTHING! You find the Control Mind spell.

Use Mind Control on the guy at "4" and make him hit the switch behind him. Kill the skeletons at "7" and "8" with missiles of some sort. Groups of enemies congregate around "5" and "6." In each case, kill all but one, then use the Mind Control spell to possess the survivor. Use him to collect the power-ups at "7" and "8." Remember, other creatures treat a possessed character in the same way they treat Kain, and it only takes a few hits to break the spell.

There's a Blood Bottle at "9," and a switch near it that lowers a staircase to "8." Ditto at "10" where there's a Magic Sphere and a switch opening the way to "7." If you kill all the enemies without reaching the collectibles, leave the room at "11" and re-enter—they resurrect.

Now descend at "11," entering map "Indoor 6.6" at "12."

There's a Magic Sphere as you enter at "12," and two Peasant

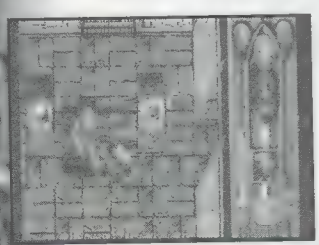
INDOOR 6.6

Swordsmen on the ledge above. Kill one and Mind Control the other, using him to flick the switch nearby, opening the door north. Press switch "14" to lower the spikes at "13." This releases the character previously trapped. Another Mind Control at "15" with said character allows access to the northern chamber for a Heart of Darkness. Go back the way you came and flick the switch at "4" again, with a Bolt or Mind Control on the man standing nearby. The secret room, "16," opens. There's a Magic Sphere straight ahead.

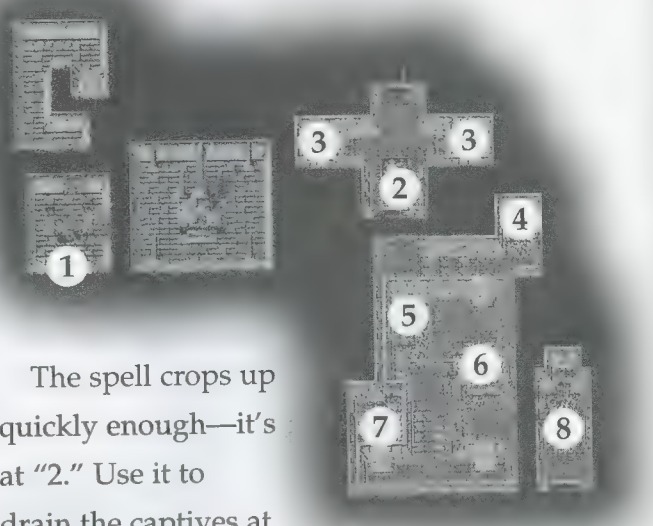
Explore using Mind Control. Send a victim to "17" to flick a switch, and another at "18" to raise stairs at "19." The teleport at "20" (wolf-jump to get there) leads to a Spirit Forge inside cave "G," "Outdoor 6.2." Alternatively (or even subsequently if you return after the forge), fire an Energy Bolt at the switch behind teleport "20" to open the door to teleport "21." You turn up in another Spirit Forge offering Energy Banks. When you leave you reappear near the Energy Bank in the bottom-left corner of map "Outdoor 6.2."

After chopping down the tree blocking the entrance check out building "E," map "Indoor 6.7."

Looks like there's another spell here—it's Blood Gout.



As always, near the entrance "1" is a save post. After saving return to "1," pull the switch on the north wall to open the door.

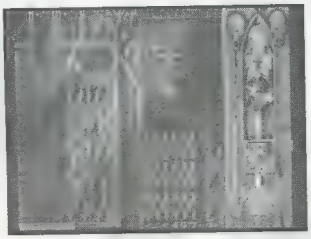


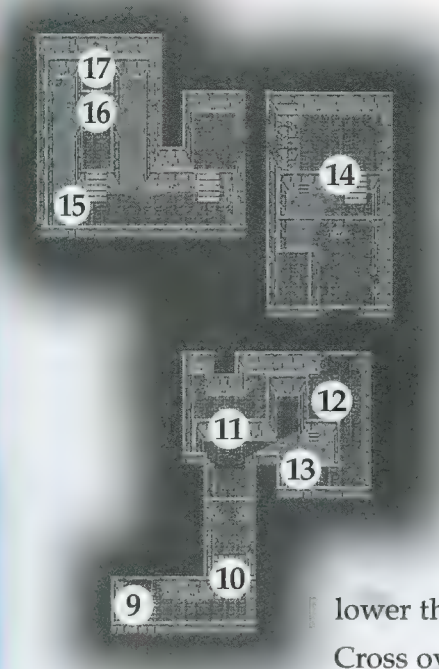
INDOOR 6.7

The spell crops up quickly enough—it's at "2." Use it to drain the captives at "3;" the door south then opens. There's another captive at "4" in an ideal position for Blood Gouting—don't hit the Jelly or you poison your own blood, turning it green. If this happens, use an Anti-Toxin. You expend less magic power if you use the Mist form to cross the spikes to "5" rather than the Blood Gout, and the captive at "6" can be drained from the north just after going down the stairs, again saving on magic.

The knife thrower at "7" throws fast, powerful blades that send you reeling back when hit.

It's best to use a missile on him. There's an Anti-Toxin and (if you use the Mist form) a Blood Bottle on his platform. Killing the captive in room "8"



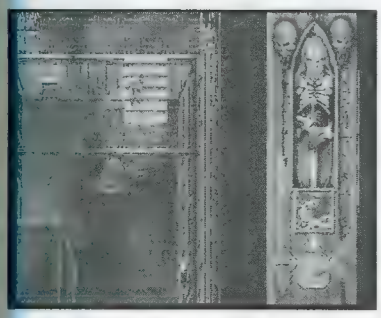


INDOOR 6.8

(again, mist form uses less magic) opens the southern door, leading to "9" on "Indoor 6.8."

Starting at "9," blast the Red Skeleton at "10" to lower the spikes. Cross over, grab the Magic Sphere and drain the captive to unblock the way north. Once again blast the Red Skeleton at "11" to find a bridge north then grab the Energy Bank and Anti-Toxin nearby. Best blast the wizard to the east from here too. When he dies, a bridge at "12" is revealed across the chasm again. Pick up the Anti-Toxin, Flay and the Blood Vial "13" before going north.

There's another Expert Knife Thrower at "14"—use the stone block as a shield, firing from behind it.

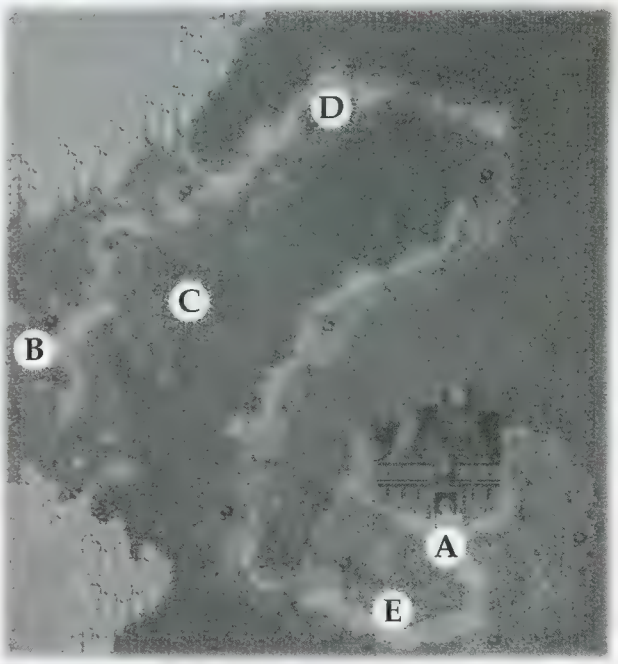


Don't get hit. There's a Rune Triangle in the northeast corner.

Collect the Flay at "15" to open a bridge at "16." The teleport "17" takes you to the first room. Save, leave and return to map "Outdoor 6.2."

There's only the two caves to explore now. Cave "F" is a Blood Fountain that also enhances your strength and cave "G" is a Spirit Forge selling Anti-Toxin—you might have teleported here earlier. The way East at "B" takes you down a long, swampy, wizard-infested path. Use the Mist form. There's an Energy Bank at "C," a Vista at "D," and another at "E."

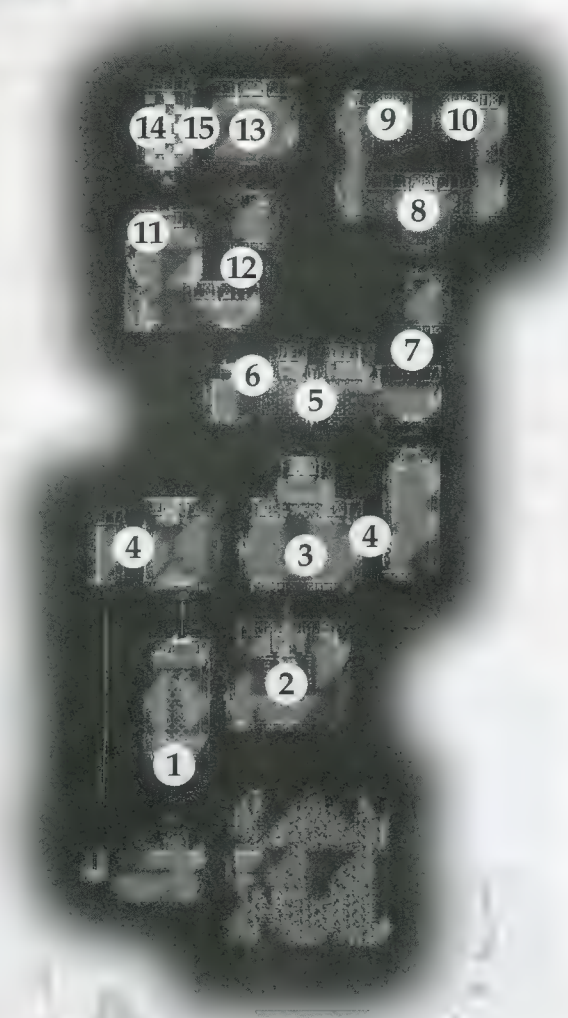
Into The Mansion



OUTDOOR 6.3

Time to venture forth into Vorador's Mansion, "A" on map "Outdoor 6.3."

After entering through "1" on "Indoor 6.9," go to "2" and save. At "3," the first thing you must deal with is a female Vampire who dives

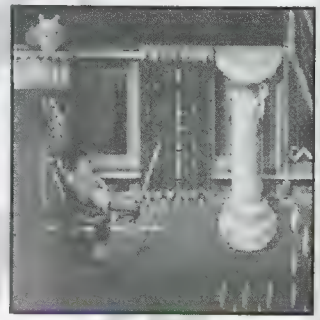


INDOOR 6.9

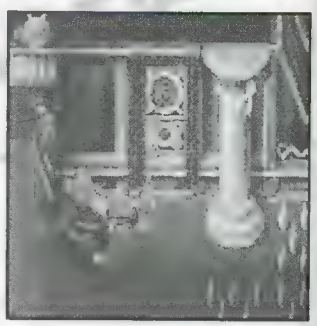
at you to attack. It's best to use magic on these—they're too awkward to fight with weapons. The Super Knife Thrower behind the spikes is ripe for Mind Control. Once you use it, you'll be on the other side of the spikes—the panel in the center of the north wall is a switch that opens the doors marked "4." Alternatively, hit it with an Energy Bolt. Grab the Magic Sphere in front of the spikes as soon as you need it.

Take the left path first, travelling east and then south. Grab the goodies, then drift through the gate as mist and collect the Rune triangle. Don't worry about the rest of the room or the side rooms.

At "5," it's difficult to edge close enough to the Super Knife Throwers in the alcoves to stun and drain them, but it's by no means impossible. There's a third in the right-hand side of the room. The curtained panel at "6" is actually a switch opening the door at "7."



Look out for these concealed switches. You can now get to "8" and kill the two Super Knife Throwers. They're ideally placed for stunning and draining. There's more as you progress through the room, as well as a Magic Sphere and Pentalich of Tarots at "9" and a second Magic Sphere and several Heart of Darknesses at "10."

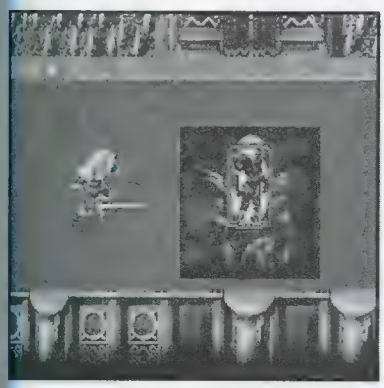


There's another concealed switch behind the curtains at "11." Press it to open the door at "12," leading to the room at "13" containing wolves, Flays, and a Magic Sphere.

The room at "14" is Vorador's pantry full of human captives. There are two women leaper vampires here too—if you hit 'em with magic, make sure you don't hit a captive by mistake. When you've drank your fill, take the door at "15" to the next part of the mansion—it leads to door "16."

INDOOR 6.10

Having left Vorador's pantry by door "15," you enter this area through door "16." At "17" is the Chaos Armor guarded by a creature who keeps disappearing and reappearing behind you—the Vanishing Vampire Bride.



Take her out quickly and effectively; Flays are ideal. You'll also have to deal with a Shadow on the floor—take it out with your sword. Press the concealed switch positioned above the Chaos Armor illustration—it opens the door marked "21."

Use Mind Control on the person behind the spikes, and go through to "22" where there's a Magic Sphere, Flays, Energy Banks, an Anti-Toxin and a Blood Vial. Go back and use the teleport at "18," still using your controlled enemy. This takes you to "19" where there's a switch opening the door marked "20."

Moving west, if you stay back and use Energy Bolts, you can beat the Orange Wizards at "23" without taking a hit. By walking south as far as the spikes allow and letting off a Pentalich of Tarot, you can usually kill the others without penalty too. There's a Blood Vial at "24."

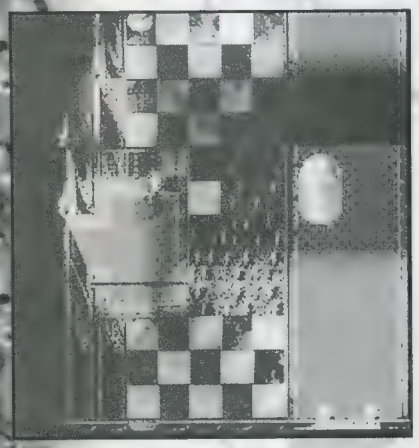
Proceed up the stairs at "25," arriving at "26" on "Indoor 6.11."

Onward and upward. Door "25" from the last map takes you to "26." The door to "27" opens with the death of the Shadow Spots in

INDOOR 6.11

the room. You're faced with a problem at "28"—how do you open the southern door? There are no switches nearby, and it won't fall to the mace.

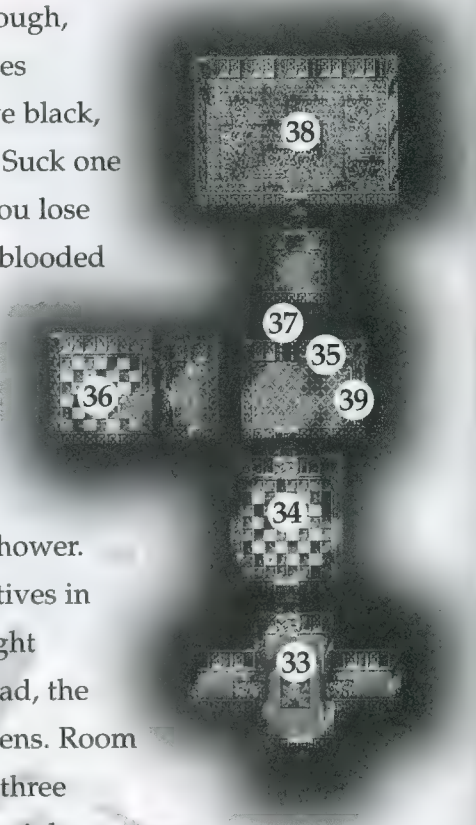
Kill the Shadow Spots on the walkway first. The red stripe on which you stand is a raised bridge—you can't jump off with the Wolf or drift off as Mist. To open the door, first switch to the Control Mind spell. Fire it at the woman at "29."



Using her, flick the switch at "30," avoiding the spikes and shadowy creature. Turn back into Kain, and proceed south through the now-open door. A secret door north from "27" is also now open—explore it and you find two Orange Wizards, a Magic Sphere, a Flay, a Slow Time and a Pentalich of Tarot.

There's a Rune Triangle and a wizard at "31;" get it with a wolf leap. Watch out for the shadow creature in the same room. Kill the two wizards in room "32" with a Pentalich of Tarot, then collect a similar object from the southwest corner (become mist). Proceed north to "33" on "Indoor 6.12."

As soon as you enter, you find a new spell at "33." This is the incredibly useful Blood Shower, that drains multiple victims. Remember, though, certain creatures (Zombies) have black, tainted blood. Suck one of these and you lose health. Green-blooded creatures like the Mutated Slugs poison you. Kill them before using Blood Shower. When the captives in the left and right alcoves are dead, the door north opens. Room "34" contains three captives. You might as well just drain them—there's no point casting spells for the sake of it.

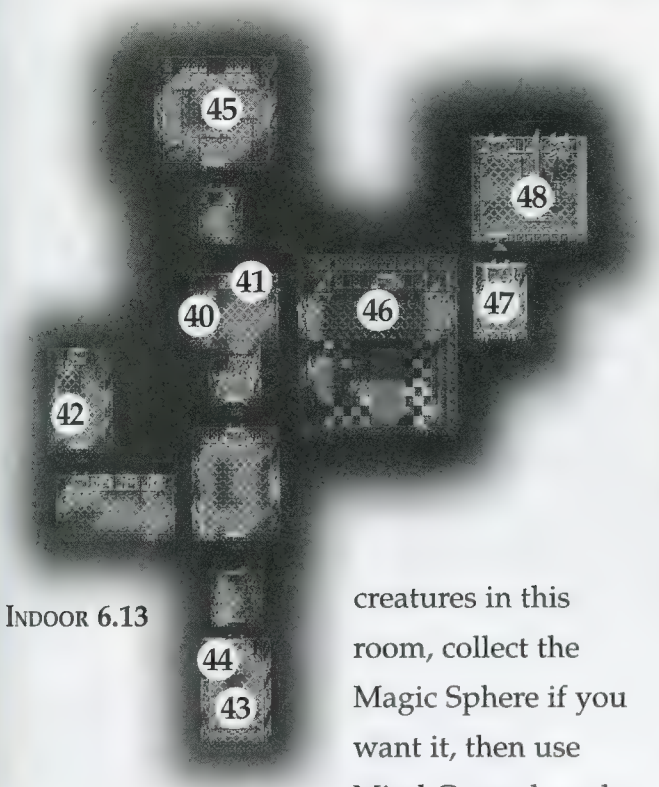


INDOOR 6.12

Flick the switch at "35" and proceed west. Avail yourself of the captives, Magic Sphere, Heart of Darknesses and Energy Banks in "36," then press the switch in the north wall of the same room to open the secret door at "37." Move north to "38." The secret room is full of collectibles and retracting spikes. Don't be brave—just use mist form. As one of the collectibles is a Magic Sphere, you've little to lose.

Now proceed East at "39," to "Indoor 6.13."

You arrive from "Indoor 6.12" at "40." There's a hidden switch at "41." Kill the



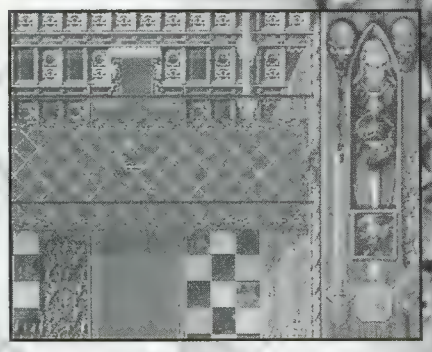
INDOOR 6.13

creatures in this room, collect the Magic Sphere if you want it, then use Mind Control on the guy over the spikes.

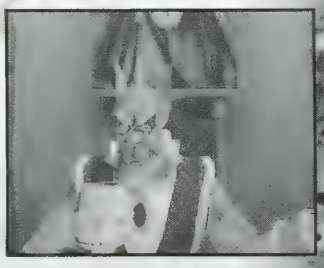
Using your enemy's body, make your way to "42" and walk into the statue with the green glow (a switch). Now proceed South to "43." Kill the Armed Skeleton to open a gap in the row of spikes and collect the Pentalich of Tarot, Energy Bank, Magic Sphere and Heart of Darkness. As you grab 'em Zombies appear, but as always, they're not very tough. The curtains at "44" conceal another switch.

Charge back to "41"—the door next to the switch is now open. Go north to "45." There are plenty of power-ups here as well as a few monsters. When you've finished, proceed to the footbridge at "46." This is positioned above the bridge you crossed earlier where you used Mind Control on the woman to open the southern door.

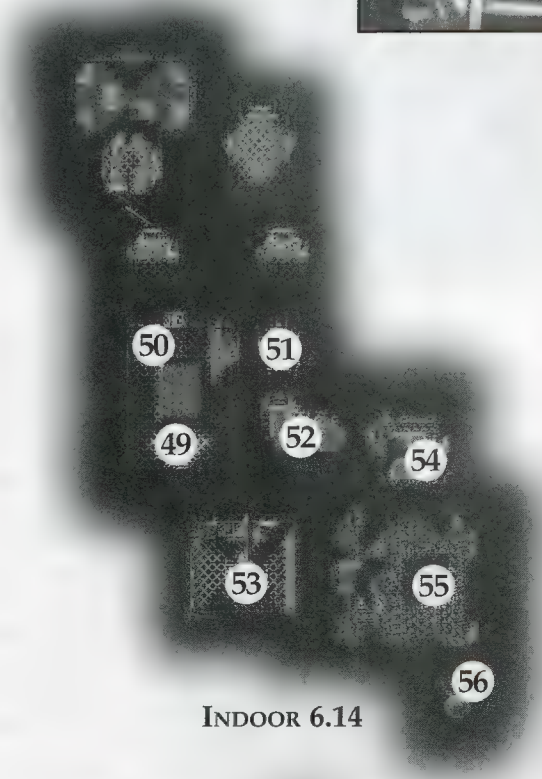
Press on to "47" and take out all the Shadow Spots before proceeding north. Save your game at "48" and go north again to "49," map "Indoor 6.14." This is where you meet Vorador.



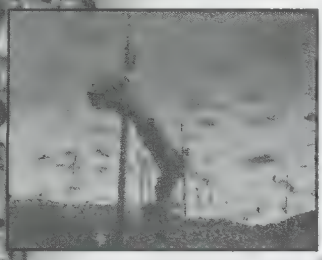
Enter at "49" and approach the table. You see Vorador, who invites you for a drink (blood of course) and a chat.



You raise your glass and listen to his tale.



INDOOR 6.14



Your "curse," he argues, is really a great gift. He then tells of the way the Circle of Nine supported Malek's vampire purges, and of the terrible suffering endured by your kind.

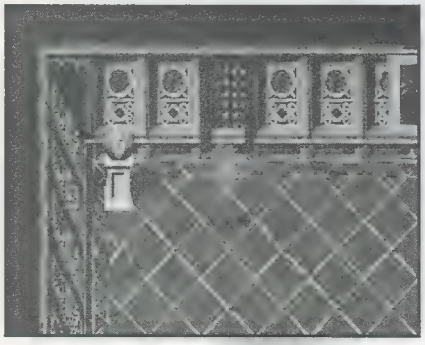
Seeking revenge, he attacked the Circle, killing three of them.

Malek arrives too late, and fails to save them. He too is defeated by the boastful Vorador.

Since then, he continues, vampires have had no contact with humans except to feed on them. He suggests you follow his example, but gives you a ring.

With it you can summon Vorador from anywhere in Nosgoth.

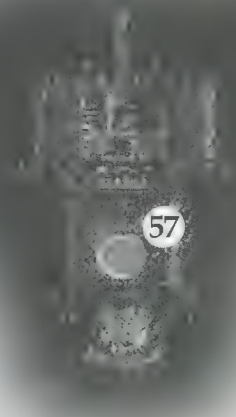
After Vorador leaves, collect the ring card from the dining hall—it's at "50." Then proceed east to "51," and press the secret switch on the north wall. Go back to "50" and mist drift through the brown panel now revealed in the north wall.



There's a trap straight ahead—turn back into Kain and throw Flays until all Orange Wizards in the room are dead. Now escape from the pull of the trap and turn back into Mist to get the collectibles. Drifting north through another brown panel in room "51" you find collectibles galore. You might as well retain Mist form and grab 'em without fighting the enemies inside.

South at "52" there's a captive, and more at "54." Go south and save your game first at "53." The door south from the save room leads to "47." Don't use it. Instead go back through the door by which you entered and go to the cellar at "55" (recognize it?). Grab the Slow Time from the closed tomb, which acts as a chest. Now use the teleport at "56." You arrive at "Indoor 6.15."

After teleporting, save your game and move south, appearing outside cave "A" on "Outdoor 7.1." There's no artifact here, unfortunately.



INDOOR 6.15

The Lost City

The Lost City is one of the big finds in the game. It's a heaven for power-ups and magic objects, and it holds about a quarter of the total game secrets. The catch? You can only get there during a full moon.

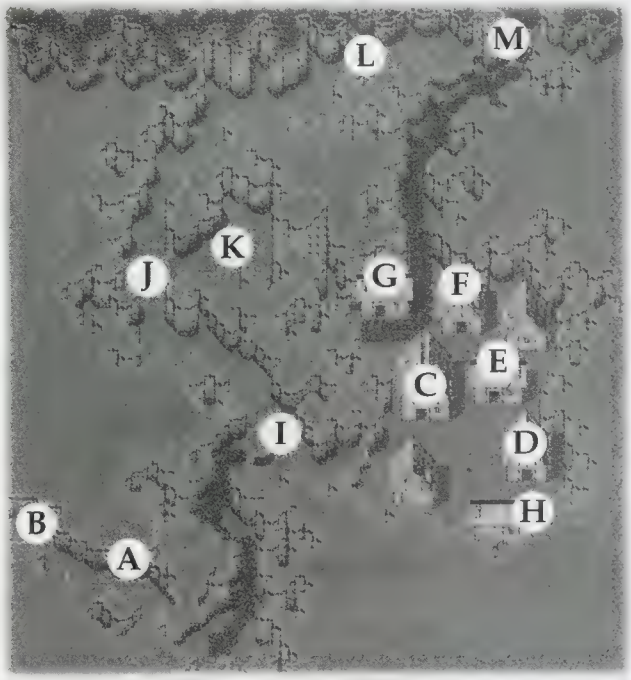
Finding the Lost City is fairly simple. From the Mist Form Dungeon (or Indoor 6.1, where you first picked up the Mist form), proceed directly south until you come to the water. Change into mist form and head west over the water (south would take you to Vorador's Mansion). Once you reach the island with all the stones (think "Stonehenge"), find the teleporter and step on it. Directly south of your new position is the entrance. But if it's not a full moon, you'll find the gates locked.

Once inside the Lost City, what and how to explore should be obvious. It's the usual gamut of switches, monsters, and willing victims. Experiment with switches and collect as much as you can. If you have Control Mind, you can get to one of the better rooms, but if you don't yet have Control Mind, you can still unearth most of the secrets.

7
THREATEN THE CIRCLE

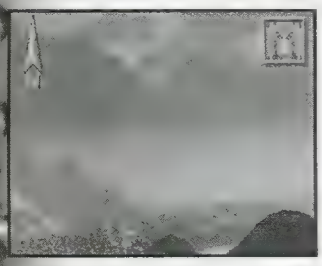
On to Dark Eden

So now you've recruited Vorador's assistance, what do you do next? Mortanius has the answer.



OUTDOOR 7.1

After leaving cave "A," head west at "B" and activate the Bat Beacon. Cut down the tree with the axe, then go to the Vista and listen to Mortanius. He shows you your next destination, Dark Eden.



The best way to find Malek is to threaten one of the Circle, and three have fled here.

Now go east to the town of Uschtenhiem.

Uschtenhiem

This is a very small settlement, but still worth exploring. Switch to your mace—there are some easily killed citizens in town, and it's a shame to waste good blood. Don't kill in waste, though—if you're on full health power, leave the population of Uschtenhiem alone.

The contents of the buildings are as follows:

C: A few citizens, and in a barrel in the inner room, two Anti-Toxins and a Flay. Over the bar (use the Wolf, remember), there are two more barrels, containing Anti-Toxins, an Energy Bank, and a Magic Sphere.

D: In a barrel are a Flay, Anti-Toxin and an Implode. There are more citizens here too.

E: There's an Anti-Toxin in the chest in the left-hand room. Two citizens also.

F: In the back room there's a barrel containing a Flay and a couple of Anti-Toxins. In the left room, there's a couple of Implodes and a Magic Sphere, also in a barrel.

G: The first barrel contains a Flay, an Anti-Toxin, and a Magic Sphere. The second contains an Implode and a Magic Sphere.

H: Don't miss the barely visible Heart of Darkness here.

Wolf-jump up to "I," push the boulders out of the way, and grab the nearby Implode. Switch back to the flame sword and proceed to "J." The Scarecrow sends evil birds after you. He's not too tough, falling to a single Energy Bolt, but make sure he falls quickly. Leap up to "K," kill the second Scarecrow, and grab the Pentalich of Tarots.

There's another Scarecrow to kill on the way to "L" and another when you get there, but at least this guards a Pentalich of Tarot and an Implode.

If you've taken a few hits after leaping down the step back to the brown track, move south back to the town and drain a few more citizens. That's why you shouldn't kill wantonly!

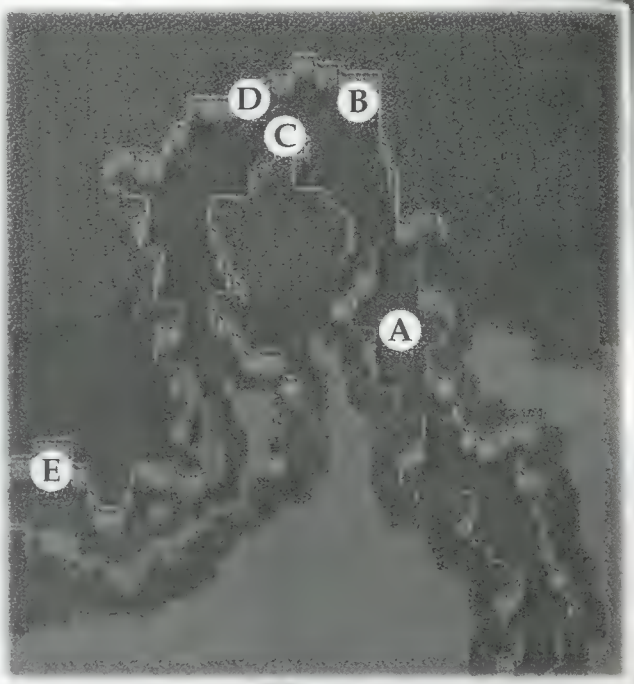
By the time you leave the map at point "M," you should be on full strength and Magic. Proceed to "Outdoor 7.2."

The Ruined Land

This next section is far from pretty, but then neither are vampires.

Push your way through the boulders at "A," and fight your way through the new monsters, namely a Shooting Terror and a Human Slug. There's a Gaseous Flower nearby too.Since the Human Slug shoots poison if you get too close, throw a Blood Gout spell at it from a distance.

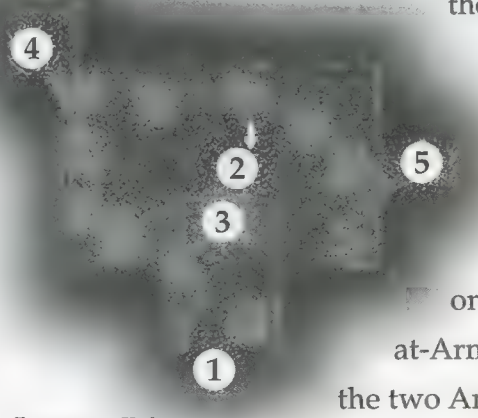
After a few more Shooting Terrors, Human Slugs and Audio Vistas, you arrive at cave "B." Chop down the tree in front of it. Inside is a Blood Fountain that also speeds recovery of magical energy—you know what to do.



OUTDOOR 7.2

Chop down the tree at "C" and collect the Magic Sphere and Blood Bottle (if needed) around the corner, then investigate cave "D" on "Indoor 7.1."

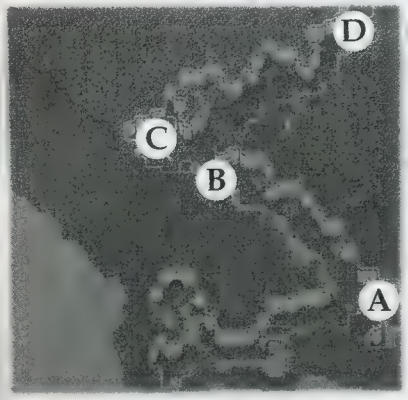
This cave is hell! After entering at "1" and dealing with the nearby Cerebus, move on to "2" and collect the three Anti-Toxins. There's a Pentalich of Tarot at "3," but even the mist form won't protect you from the lava. To get at the goodies at "4," use a Mind Control on the Man-at-Arms. Collect the two Anti-Toxins and flick the switch before



INDOOR 7.1

reverting back to Kain. A bridge has extended to the Pentalich of Tarot at "3," allowing you to collect it. Use Mind Control again on the Man-at-Arms at "5" and collect the three Anti-Toxins. Leave and return to "Outdoor 7.2."

Behind a tree at "E" is a Blood Bottle. Collect it, then leave the area on the west road, arriving at "Outdoor 7.3."

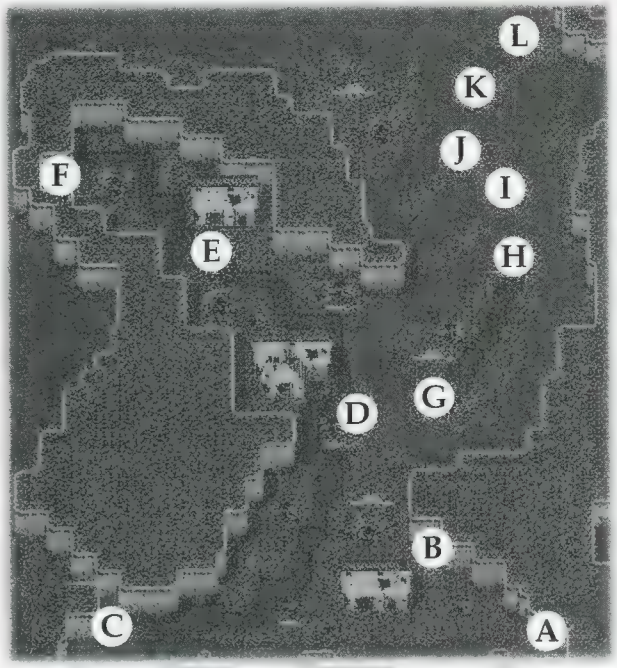


OUTDOOR 7.3

Starting at "A," make your way along the path. You must fight your way through some very strange mutations. This, you learn, is what the renegade guardians intend for Nosgoth—to make it an evil, corrupt, grotesque place. The rot must not be allowed to spread.

Cut down the trees at "B," then collect the Magic Sphere, Flay, and Pentalich of Tarot at "C." Move north through "D", and on to "Outdoor 7.4."

There are red Men-at-Arms patrolling here, so you might want to switch to a bloodsuck-friendly weapon. Starting at "A," there's a Flay at "B" and more at "C." Don't miss the Magic Sphere at "D." At "E" there's a Blood Bottle, a Flay and a Pentalich of Tarot, with another Flay and a Pentalich of Tarot at "F," along with two Implodes.



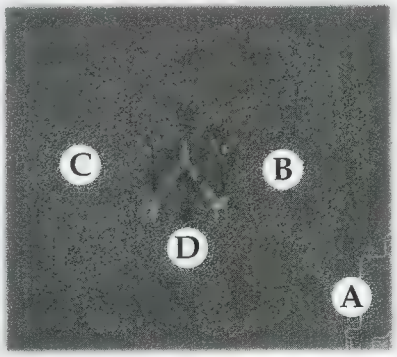
OUTDOOR 7.4

Return to "D" and Mind Control the Red Man-at-Arms at "G." Use him to flick the switch next to him—a bridge is built from "D" to "G." Cross it.

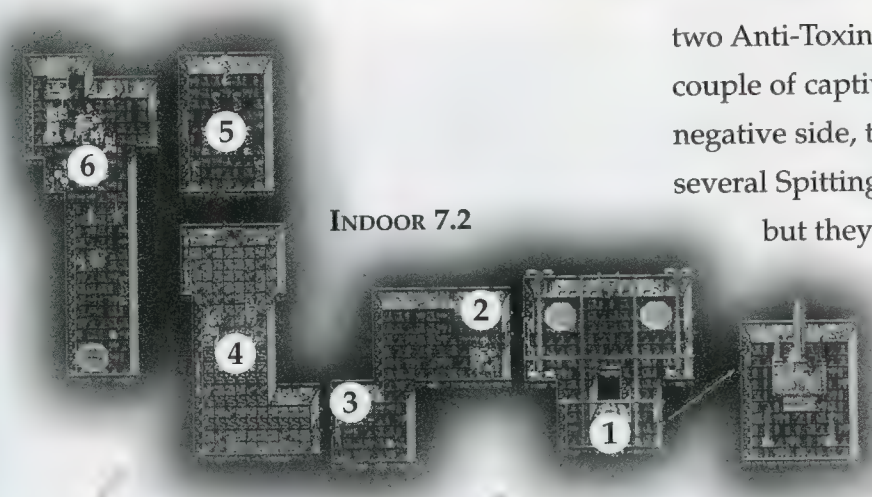
Go to "H" and Mind Control the guy at "I." Again, flick the switch building a bridge. Do the same at "J," controlling a guy who flicks a switch at "K." You can now move north at "L," arriving at "Outdoor 7.5."

Into Dark Eden

Starting from the south, there's a Save Pillar in cave "A," but the door inside is currently blocked. Ignore



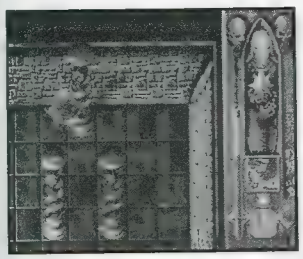
OUTDOOR 7.5



INDOOR 7.2

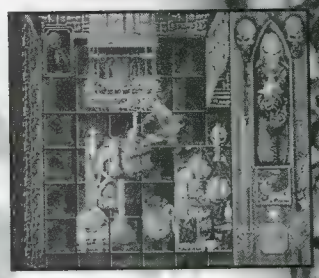
it for now. Don't miss the Blood Bottle at "B" and another at "C," as well as several Tooth Noses to stun and drain. You should enter the tower ("D," "Indoor 7.2") on full health.

From the entrance at "1," there's a Save Pillar through the door to the right. Listen to the Audio Vista and proceed to "2" where you find an Anti-Toxin and an Energy Bank. In the corner at "3" is another Anti-Toxin and a switch. Pull it to open the doorway west. Smash the Shooting Terrors in room "4," then grab the Blood Vial and the Anti-Toxin from the back of the room before moving north. There are two captives and an Anti-Toxin at "5." The switch to open the west door is the northern-most pillar. Look for the blue glow on the area map to identify. Walk into it.



Room "6" is the sorcerer's lair.

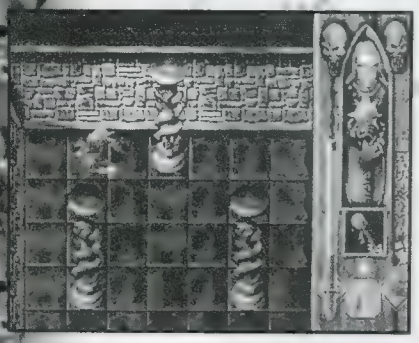
There's all manner of equipment here, most of which is used for evil purposes. There are also two Anti-Toxins and a couple of captives. On the negative side, there are several Spitting Terrors, but they have little room to maneuver and therefore present few problems. Just line them up and fire four Energy Bolts before they can reply. When you've finished, flick the lever in the south of the room, then use the teleporter, which takes you back to the first room. The east door is now open—go through it, and onto map "Indoor 7.3."



INDOOR 7.3

Starting at "1," pick up the Energy Bank and proceed north to the Anti-Toxin and the captive. Again the switch to open the door east is a pillar in the northern end of the room "2." After negotiating the retracting spikes at "3," grab the Blood Vial and the Anti-Toxin and go north.

In "4," hammer the Human Slugs and grab yet another Anti-Toxin. The switch is again a pillar identified by a blue glow.



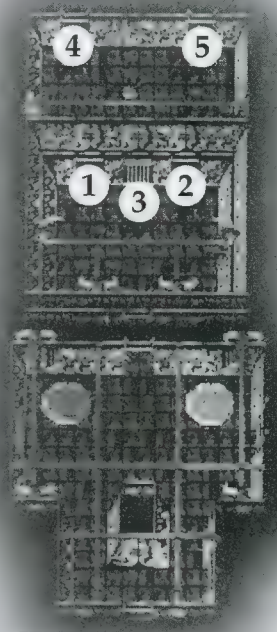
After more captives, more Human Slugs and another Anti-Toxin (does anyone get poisoned this much?), you reach another lever and teleport. You know what to do.

You reappear in the starting room, and this time it's the northern door that's open. Go to "Indoor 7.4."

After moving through the north door, you're faced with three choices of doors. "1" and "2" are simple enough, but "3" is initially blocked. Each leads to a separate underground section. They take you to the following areas.

1: Indoor 7.5, enter at "1"
2: Indoor 7.6, enter at "1"
3: Indoor 7.7, enter at "1"
4: Indoor 7.5, enter at "5"
5: Indoor 7.6, enter at "4"

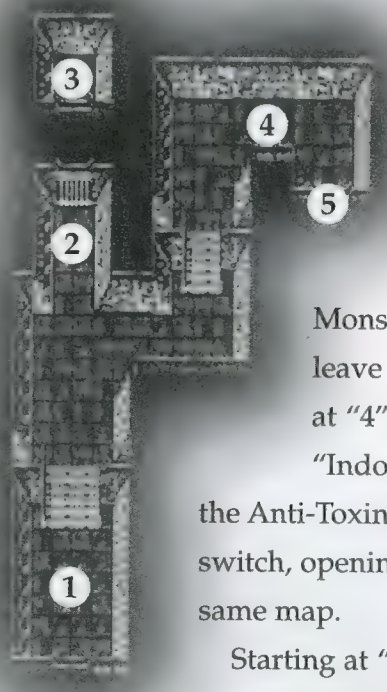
Note: Doors "1" and "4" are linked, as are doors "2" and "5." These tips assume you use door "1" first—if you go through "2" instead you follow much the same route, but in reverse.



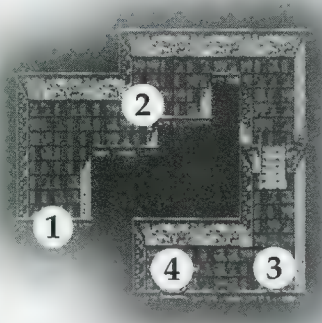
INDOOR 7.4

Avoid the swinging axes by staying in the center of the room, blasting the advancing Bone Monsters with Energy Bolts. Turn into the Mist to advance past the axes at "2," and float through the grating into the north room, "3," where you find an Anti-Toxin, a Blood Vial, and a Rune Triangle. It's more of the same at "4," with more axes and Bone Monsters, until you leave at "5" arriving at "4" on map "Indoor 7.4." Grab the Anti-Toxin and flick the switch, opening "3" on the same map.

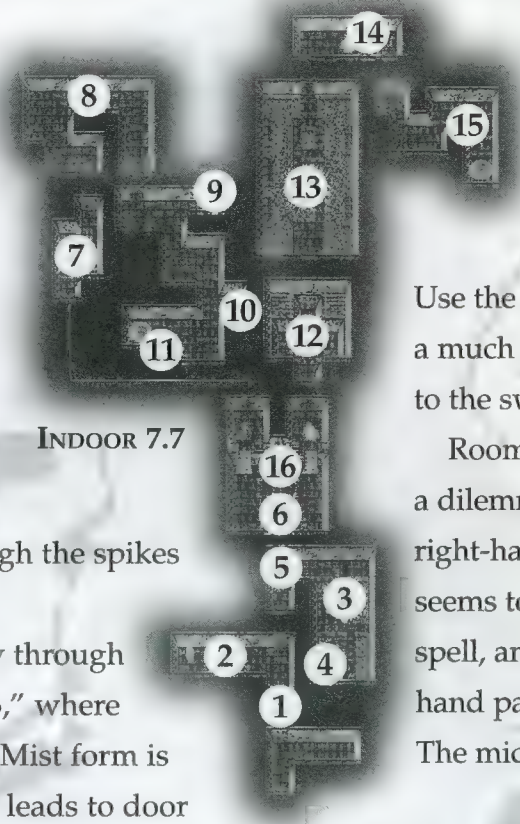
INDOOR 7.5



Starting at "1," careful walking avoids most of the



INDOOR 7.6



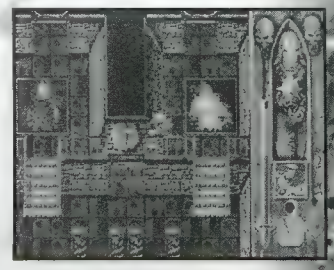
INDOOR 7.7

wall-mounted weapons, though the spikes at "2" are tricky—mist is recommended. Pick your way through the foes and Anti-Toxins to "3," where you find a Blood Vial. Again, Mist form is recommended here. Door "4" leads to door "2" on "Indoor 7.4." Go through, and advance through door "3" on the same map. This takes you to "Indoor 7.7."

Entering the dungeon at "1," you first need to get to the switch and Anti-Toxin. Walk in the same direction as the spiked balls turn—thus go north over the first set, and south under the second, then do the same coming back. Use this route even in Mist form—they may not be able to hurt you, but they can and do hinder progress. The switch opens the door north.

At "2," walk over the southern set of retracting spikes when going west and the northern ones when going east. Thus you should make both journeys without a scratch. The switch in the western end of the room opens the door north.

Room "3" is more of the same. Muddle your way through the spikes, avoiding the flame-spitting gargoyles on the walls (you should be well practiced at this by now) and flick the switch at "4." This opens the door at "5." Use the mist form on the way there, a much tougher journey than getting to the switch.



Room "6" offers a dilemma—the right-hand path seems to offer a spell, and the left-hand path a suit of armor. The middle door is locked.

Armor Route

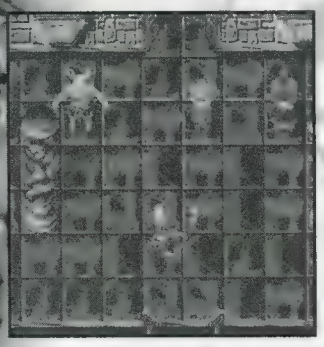
Taking the armor route first, you find it at "7," and it's the Flesh Armor. Room "8" is teeming with Human Slugs and captives. Arm your magic and watch where you aim it—you don't want to destroy the captives before you can drain 'em. Also, be careful who you kill when wearing the Flesh Armor. Remember, it automatically sucks the blood of fallen foes, and if those foes possess green or black blood, your health will suffer accordingly.

There are Anti-Toxins at "9" and "10," and lots more captives and Spitting Terrors on the way to "11," where you find a teleport and a Rune Triangle. The teleport takes you back to room "6," from where you can take the right path for the spell.

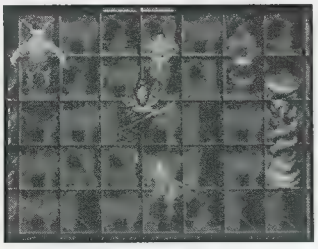
Spell Route

Marching north from room "6," you arrive at room "12." Blast the Mutated Slugs on the raised platforms to open the northern door. Room "13" is filled with Spitting Terrors. You follow the path through the spikes, they occupy the islands near the walls. Blast them with powerful magic—should they get an attack, their shot sends you reeling onto the spikes.

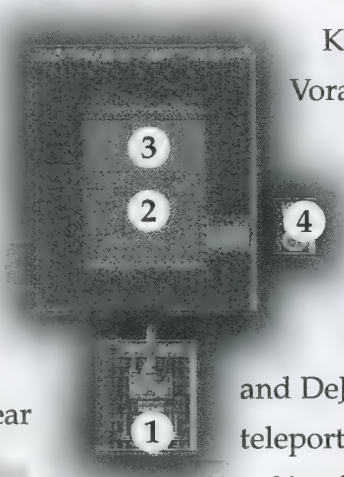
The spell, Spirit Death, is at "14." It functions a little like a tracking Energy Bolt, though it can't trigger switches. There are more Spitting Terrors and captives at "15" (again, watch where you shoot), and there's a Rune Triangle next to the teleport, which takes you to "6" again. The doors at "16" are now open. Let's go through, to "Indoor 7.8".



Save game posts are always welcome. Use this one "1" and move north. You find three of the Circle: Bane, DeJoule and Anacrothe, together.



As expected, Malek arrives to defend them.



INDOOR 7.8

Kain summons Vorador, who attacks Malek.

As they battle on, Kain runs after the fleeing Bane and DeJoule, Anacrothe teleports to safety.

You find yourself in a large open courtyard. At "2" Bane runs around creating waterholes.

On an island in the lake to the north "3" sits DeJoule, firing Energy Bolts at you.

This is a tough fight—don't expect an easy victory. Arm yourself with the Flame Sword and Chaos Armor. Use the Repel spell and keep it replenished, using Energy Banks if necessary. First hit Bane with your Flame Sword then stand on the edge of the water firing your best magic at DeJoule.

Always take Bane first, before he can carve too many awkward holes. At all times keep your Repel working. Eventually you win—they each leave behind a token. Use the mist form to cross the water and collect.

After grabbing the tokens, use the teleport "4," which takes you to the scene of Malek's battle with Vorador. The Ward has fallen, and left behind his helmet. Collect it and move south through the open door. You fly back to the pillars and receive new instructions from Ariel. Your next foe is Azimuth, and she's found in Avernus.

The Spirit Forges

The Spirit Forges are a series of separate, secret places where you can collect a wealth of magic objects. Each magic object has its own Spirit Forge, and each is detailed below. If Kain walks into a Spirit Forge, 75 percent of his blood is exchanged for a set number of magic objects (say, about 20 Flays); the better the magic object, the less Kain receives for his blood. However, if Kain Control Minds an enemy to walk into a Spirit Forge, Kain will receive 99 magic objects—and then be treated to a very cool animation of the enemy being pulled apart by chains. Clearly, these are places worth finding.

Several of the Spirit Forges are only open during a full moon, and most have a secret entrance as well as a regular entrance. Regular entrances are marked with a symbol of the magic object on the ground. Secret entrances can be accessed at any time, and they are usually the only way an enemy can be taken to a Spirit Forge.

Flay

From the entrance to the Wolf Form Dungeon (or, Indoor 3.2, where you picked up the Wolf form ability), proceed directly east and go up the mountain; it's a series of eight steps that must be taken in wolf form. Once you get to the top, proceed west until you get to the Flay Spirit Forge; you'll also run across a Bat Beacon here, just beyond the Spirit Forge. This Spirit Forge is open at any time, not just during a full moon.

Secret Entrance: In Ziegsturchl, go to the house all the way to the northwest—the place of your first death in the game. Control Mind the bartender, the same one who left you high and dry with the brigands earlier, and force him to trigger the switch in the northeast corner of the room (it's a hidden switch marked by a lighted area). This opens a hidden door to the northwest that leads to a teleporter. Send the bartender, as gratitude for his earlier assistance.

Implode

The regular entrance is directly north of Steinchencröe; you can see the door from the road. You must use wolf form to jump up to the entrance, which is only open on a full moon.

Secret Entrance: Go to the house directly west of the northern gate to Steinchencröe. Go upstairs and into the center of three rooms. Push the chair in the room; this opens a door directly north of the chair, which leads to a teleporter. There are five guys in the room just waiting for Mind Control.

Putresce

Directly south of Coorhagen, there is a cave located right on the road. You can't miss it. However, the entrance is only open on a full moon.

Secret Entrance: Go to the house in Vasserbünde with the Menhir (a big stone) in front of it. Smash the Menhir with your mace. Once inside, proceed to the west room and simply walk to the northwest corner (it's lighted and you'll hear a click). This action will open a door in the first room, which leads to a teleporter.

Energy Bank

Directly southwest of the Blood Gout Dungeon (or Indoor 6.7, where you picked up the Blood Gout spell), use mist form to walk across the swamp. Use wolf form to jump up to the next level, where you will find an Energy Bank and a crack in the mountain directly east. Pick up the Energy Bank (you can't get in otherwise) and change to mist form to walk through the crack—you're in the Spirit Forge.

Secret Entrance: See Anti-Toxin below.

Anti-Toxin

Directly west of the Flame Sword Dungeon (or Indoor 6.3, where you got the Flame Sword), you'll find a cave with a big tree blocking the entrance. Cut the tree down with your axe and walk in; this Spirit Forge isn't governed by the full moon.

Secret Entrance: The secret entrances for the Energy Bank and the Anti-Toxin are in the same place. Go into the Control Mind Dungeon (or Indoor 6.5, where you got Control Mind), and enter the first major room (Room "2" on map). Control Mind the brigands on the east and west and have them trigger the switches in the northeast and northwest corners. This will open a secret room directly to the north, but don't enter this room yet.

Go instead into the first room to the northeast, and use Control Mind to hit the switch to the west. This opens a door to the north. Go through it and use Control Mind on the brigand in the southeast corner to hit switch there; then he needs to go onto the northeast platform to pick up the single Heart of Darkness there. Now go back into the first room and take the secret room to the north you previously opened. Use mind control again to trigger switches in the northeast and northwest corner; this drops a staircase down for Kain to walk up. Directly above the staircase is the Anti-Toxin teleporter entrance, but it's blocked by a row of four spikes. Use wolf form to jump over spikes and hit the wall switch

just north of the teleporter. This creates a pathway between the spikes, then you can Control Mind someone into the teleporter.

The switch above also opens a door all the way in the northwest corner, which is not a hidden door. This door leads to the Energy Bank teleporter. If you picked up the Heart of Darkness in the other room, the floor spikes blocking your path to the teleporter will be open; if you didn't pick it up, you'll need to do so.

Heart of Darkness

Directly south of the caves that lead to Dark Eden is a gate that leads to the cave entrance, which only opens on full moon. You can also use Spirit Wrack to walk a dead enemy here and get the 99 object jackpot. There doesn't seem to be a secret entrance to this Spirit Forge.

Pentalich of Tarot

Directly west of the entrance to the land of Nemesis is the cave entrance, which only opens on a full moon. There are all kinds of brigands waiting around for Control Mind. There doesn't seem to be a secret entrance to this Spirit Forge.

Slow Time

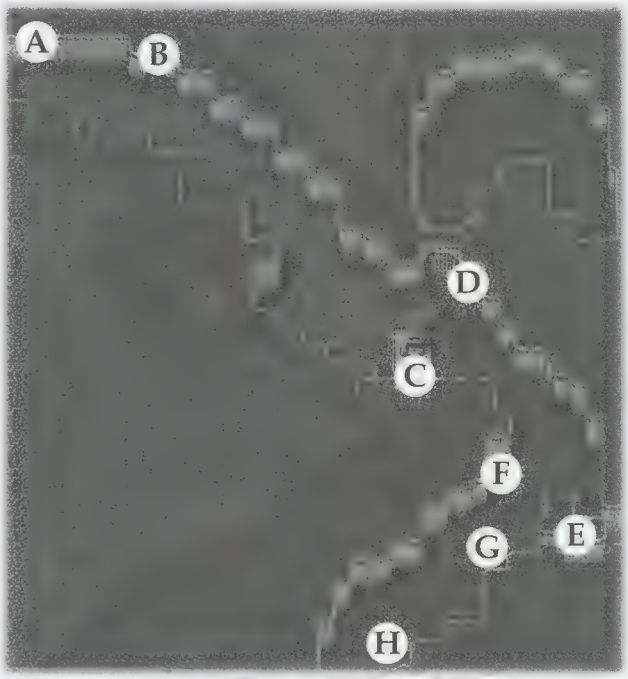
Head directly south from the town of Willendorf. Your way will eventually be blocked by a boulder; push it out of the way and head west. Jump up the mountain in wolf form, and simply follow this pathway southwest. It leads directly to the Slow Time entrance, which is only open on a full moon.

Secret Entrance: Go directly north of Willendorf, walking across the water (and around the mountain) in mist form. On the other side you'll find a lone house in the middle of nowhere. This is it! Walk in and Control Mind the poor sap who's waiting there just for you.

8
DEFEAT AZIMUTH

The Great Cathedral

Blurring the lines between planes of existence, Azimuth the Planar seeks to create a single world from all the dimensions within her control. Kain must find and defeat her within the Cathedral of Avernus, hideout of Azimuth.



OUTDOOR 8.1

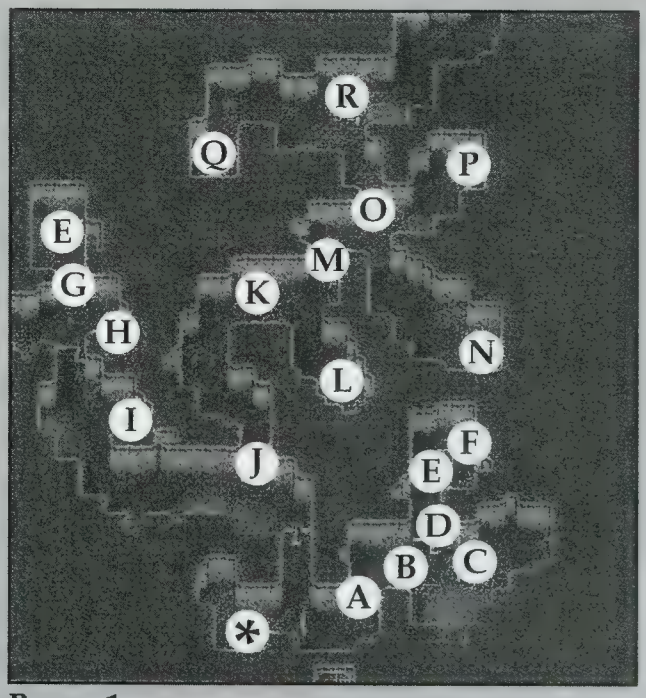
The Long and Winding Road

You have a long walk ahead of you. This is an ideal time to recuperate at the crypt if you're short of blood. After this, fly back to Dark Eden. You appear on map "Outdoor 7.5," next to cave "A." The room with the save post is now open—go in and save your game. Leave by the door in the save game room, not the one by which you came in. You arrive at "Outdoor 8.1."

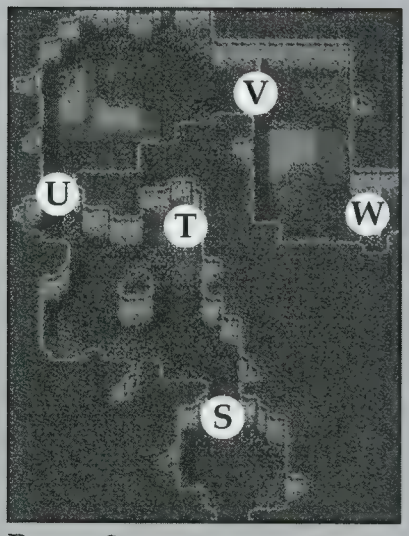
After leaving the save post at cave "A," make your way to cave "B." You can smash some stones with your mace on the way in if you wish, though this isn't necessary. Push the boulders aside, deal with the enemies (this shouldn't be hard) and grab the goodies. There are three Implodes and three Pentalich of Tarots to the left, and two Anti-toxins, an Implode and a Magic Sphere to the right. Grab it all then leave the same way you went in.

Batter your way to the Bat Beacon "C," then look at the Vista at "D." Can you read it? The gate next to it is closed and cannot be crossed as mist, though it opens at full moon. If you want to explore it, return to Bat Beacon "C" during the next full moon and check out the map "Bonus." If not, press on.

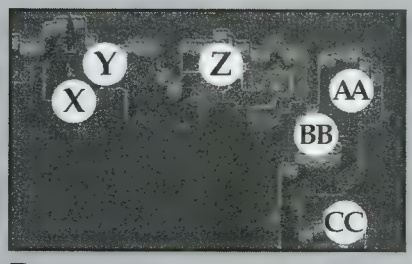
From a Vista at "E" you see Avernus, disappearing in a tangle of flames. This is your destination. There's a Blood Bottle at "F" and more at "G" and "H." Grab 'em and move south to "Outdoor 8.2."



BONUS 1



BONUS 2



BONUS 3

Bonus Section

Entering through the southern gate on map "Bonus 1," wolf-jump at "A" and flick the switch at "B," which opens barrier "C." Go through and flick the switch, which opens barrier "D." The teleports "E" are two-way, and the switch at "F" opens barrier "G."

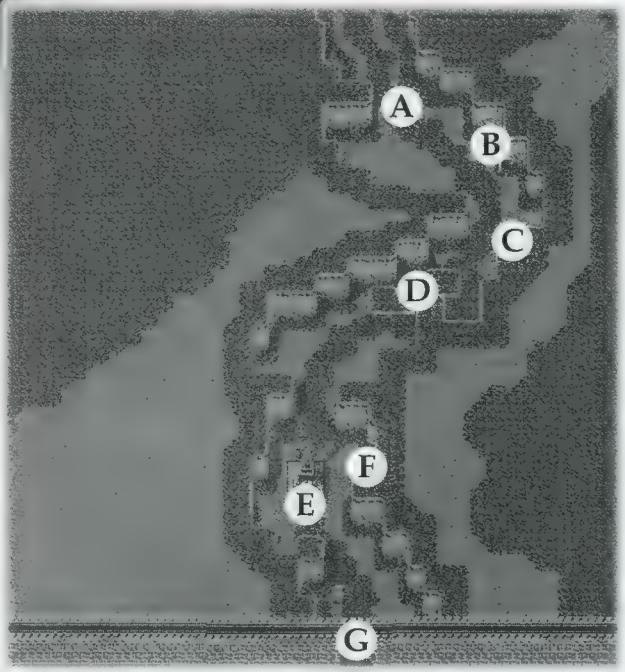
There's a Blood Bottle opposite switch "H," which opens the barrier blocking your way south. There's a Magic Sphere at "I," and another wolf-leap at "J."

"K" yields a Blood Vial and switch "L" opens barrier "M." There's a Heart of Darkness at "N," near the switch which toggles barrier "O." Grab the goodies at "P," flick the switch again and wolf-jump north at "O."

There's a Blood Bottle and a Magic Sphere on the way to switch "Q," which opens barrier "R." Proceed north to map "Bonus 2."

Collect the Blood Bottle before wolf-jumping at "S." Grab a second before flicking switch "T," which opens barrier "U." Mist-drift over the water and collect the Blood Bottle and Magic Sphere before flicking the nearby switch that opens barrier "V." Grab the Flay before crossing the water as mist again, then grab the Flay and flick the switch opening barrier "W." Go west to "Bonus 3."

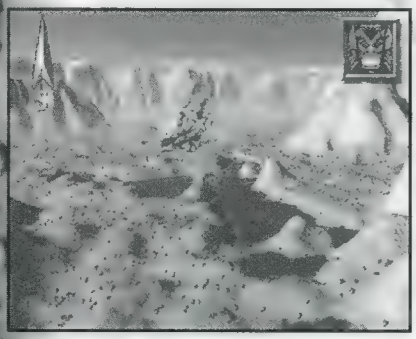
Grab the Blood Bottle on the way to a new spell at "X"—lightning. This explains the "death from the sky" message in the runes near the gate. Don't miss the Heart of Darkness, Blood Bottle and Blood Vial nearby either. Axe-chop the dead tree at "Y," then wolf-jump onto the ledge at "Z," grabbing the Blood Bottle and proceeding to the teleport, taking you to "AA." After a heavy battle (Blood Shower works well), get the Blood Bottle and Rune Triangle at "BB" then go, via a wolf jump, to teleport "CC" that takes you to the asterisked teleport on "Bonus 1." Flick the switch to open the way to the gate, then rejoin map "Outdoor 8.1."



OUTDOOR 8.2

Starting in the north, kill the Zombies crawling out of the ground before chopping down the trees at "A" with your axes. Don't hang around too long, though—the Zombies keep on coming. There's a Blood Bottle at "B." The signpost further on says, inevitably, "Avernus."

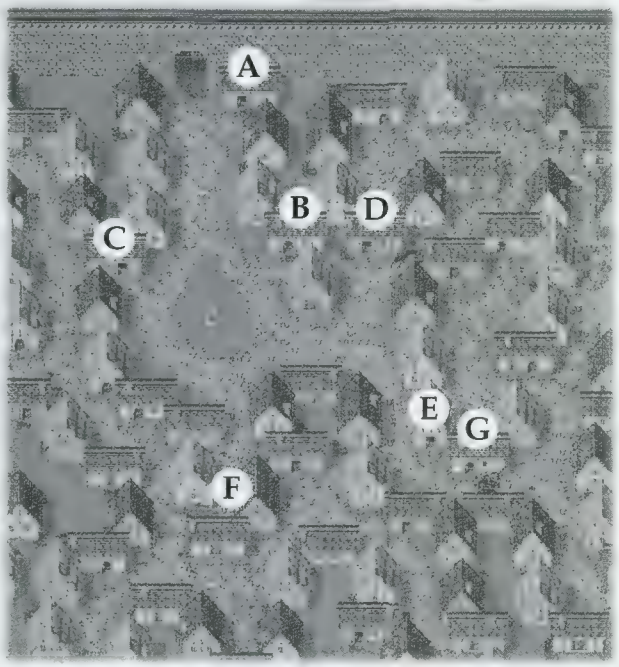
There's a Magic Sphere at "C," but also a row of trees blocking your way. Time to arm your trusty axes again. Wolf-jump onto the raised area "D," then revert to Kain for some more tree-cutting.



Now wolf-jump down again. The Zombies rise no more, and there are citizens pacing back and forth, ideal for replenishing your blood supply.

After more tree-chopping, make your way to the Bat Beacon "E." Don't miss the partly concealed Blood Vial at "F." A few chopped trees and drained citizens later, you enter the city at "G," and move on to map "Outdoor 8.3."

Inside Avernus



OUTDOOR 8.3

The usual motley band of civilians pace up and down near the northern entrance. Bleed those you need, then move on. In the buildings you find the following:

A: A Save Post. Nothing more, nothing less.

B: A Flay, an Implode, and a couple of sword-fodder citizens.

C: An Energy Bank, an Implode and a couple of captives.

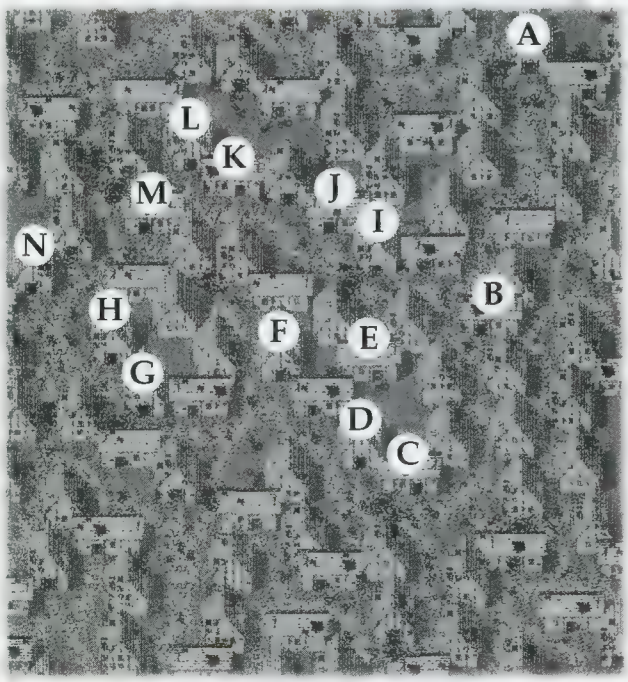
D: There's an Implode near the door. Inside there's a Putresce, an Anti-Toxin, and another Implode.

E: Again, there's an Implode near the door. In chests and a barrel indoors you find a Magic Sphere, a Heart of Darkness and a Putresce.

F: There's an Implode here.

G: After killing the swordsmen, go into the cellar for a dungeon linking two buildings. It's full of quicksand and Orange Wizards—tracking magic works well in this closed environment. The stairs at the end of the tunnels lead to building "A" back on "Outdoor 8.4," a decaying part of the town.

The Ruined City



OUTDOOR 8.4

After leaving building "A," which links with "G" on "Outdoor 8.3," walk forward and listen to the Vista. Battle your way through the Blue Poleaxe-Wielders and listen to the second Vista round the corner near an Implode. Avernus is certainly a city with problems. Inside the buildings there are:

B: An Implode behind this building. Inside there's a Slow Time, Anti-Toxin and an Energy Bank.

C: Links with "D," via a short dungeon full of Lightning Breaths.

D: Links with "C." There's an Implode near the door.

E: There's a Flay here.

F: A Slow Time, a Blood Bottle, an Implode, and a Heart of Darkness.

G: Links with "H," via a short dungeon containing a Heart of Darkness and a Magic Sphere.

H: Links with "G," and contains an Ogre.

I: McCullock's Tavern. Jump the bar and smash the barrel for a Heart of Darkness. The cellar links with "J."

J: Cellar links with "I."

K: A Pentalich of Tarot and a Flay.

L: The Avernus Armory. There's a Magic Sphere in the barrel, and the cellar links to "M." Along with the usual Orange Wizards, there's a couple of Implodes down there.

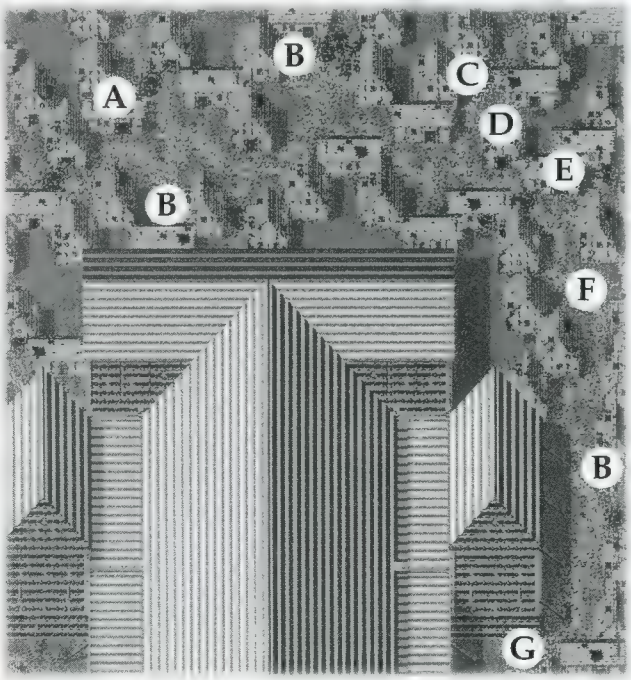
M: There's an Ogre and a captive here, and the cellar leads to "L."

N: In the cellar there's a Pentalich of Tarot, a Magic Sphere, a Putresce, a Blood Bottle, an Energy Bank, several Shadow Spots and an uncomfortable amount of Orange Wizards. Wind your way along to the save post, blasting them as you go. It links with building "A" on a new map, "Outdoor 8.5."

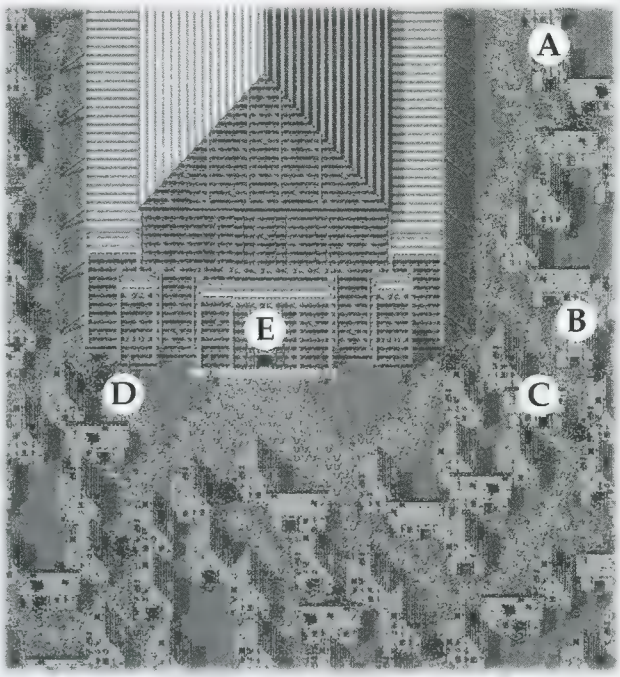
What's that huge construction in the distance? Time to find out. In the various buildings leading to it are:

A: This is where you arrive, and you're certainly thrown in at the deep end. In here there's a Giant Demon and several Shadow Spots. There's also a Heart of Darkness, a Magic Sphere, and an Energy Bank.

B: Implodes.



OUTDOOR 8.5



OUTDOOR 8.6

C: An Energy Bank.

D: In the cellar there's a Heart of Darkness. The cellar itself links to "E."

E: Empty, but cellar links to "D."

F: An Implode.

When you've finished, leave the map at "G" and join map "Outdoor 8.6."

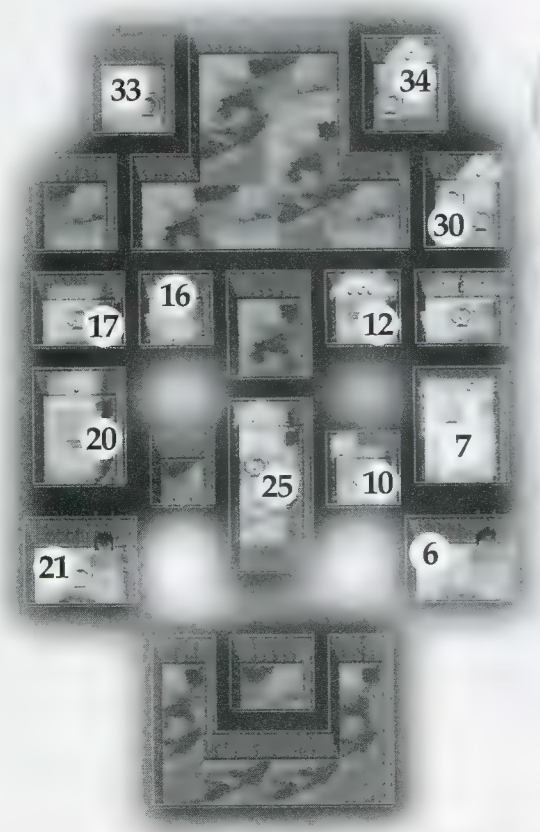
Although the purpose of the great building is not yet clear, at least you can now see the entrance. Make your way south.

A: An Energy Bank.

B: There's an Implode opposite the door. Inside, there's an Anti-Toxin and a Slow Time, as well as a Giant Demon. The Eastern exit takes you to "C."

C: There are a couple of citizens in here, and the house links to "B." Listen to the Vista outside.

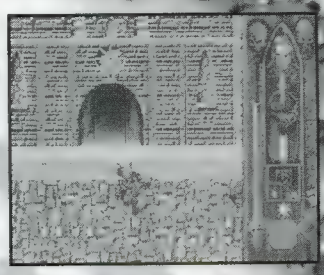
INDOOR 8.1



INDOOR 8.2

D: A Pentalich of Tarot.

E: Time to brave the cathedral itself. Go to maps "Indoor 8.1" and "8.2."



The Great Cathedral of Avernus

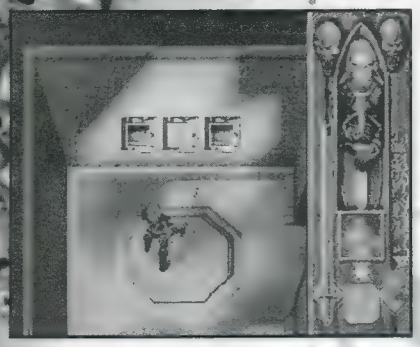
Given the destruction surrounding it, the cathedral is surprisingly intact. "The demons," muses Kain, "know better than to bite the hand that feeds them." You have no such reservations.

Your battles within the cathedral see you teleporting between two dimensions. Since you cross from one to another very regularly, it's best to look at the two maps side by side.

You enter the cathedral at "1." Blast the two Fire Mages near the door, then proceed. First of all, go through door "2" to find a save post. There are more Fire Mages at "3," but again they're no problem. Wear your Chaos Armor and they die as soon as *they* hit *you*.

The switch at "4" opens the door at "5." The teleport in the same room takes you to point "6" on map "Indoor 8.2." There's a Giant Demon in the room. Kill it and proceed to "7." Press the switch and teleport to "8" on "Indoor 8.1" and grab the Blood Vial. The door south is now open—go through.

Proceed to "9." Kill the Fire Mage and teleport to "10," map "Indoor 8.2." Press the switch and teleport back to "9" again—the



door north is now open. Use it. At "11," teleport to "12." The correct switch combination is In, Out, In as shown.

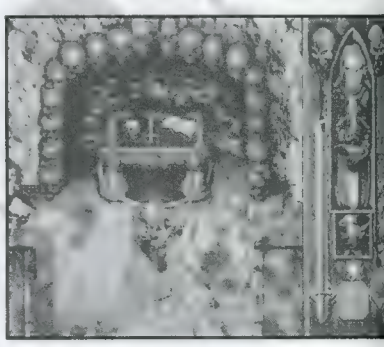
Now, when you walk east and teleport to "13" on map "Indoor 8.1," the door out of the room is open. Go through and make your way to "14"—the door in is now open. Continue north to "15" and teleport to "16" on the other map.

Go to "17" and kill the Giant Demon. Teleport to "18" on map "Indoor 8.1." The switch to open the door south is hidden, and is the statue in the northeast corner of the room. There are two individual switches on it—the left one should be down and the right one up. Go south to "19" and grab the Rune Sphere. The teleport there takes you to "20" on map "Indoor 8.2." The switch in the north of the room opens the door south to "21"—use it.

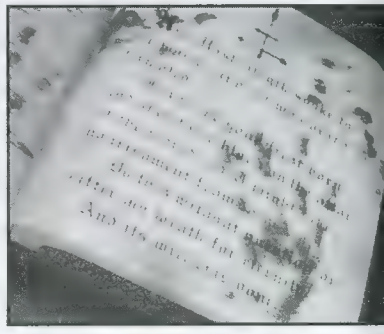
At "21," kill the Giant Demon (again) and teleport to "22." Kill yet another Fire Mage and teleport to "14." The door at "23" is now open, though you might want to return to "2" and save your game again before going through.

At "24" teleport to "25" and flick the switch, the statue in the northwest corner of the room. Collect the Heart of Darknesses and Magic Sphere and teleport back to "24" again—the door north to "26" is open. Go through. At "27" there's a Rune Triangle and Blood Vial. The center door is open, but there's no point in going through yet.

The teleport at "28" takes you to "29," from where you teleport to the bottom-right teleporter at "30" on "Indoor 8.2." Press the switch. The top-left teleport takes you to "31," the northern door being open. The teleport at "32" takes you to "33" on the other map, from where you teleport to "34." From there, press the switch and teleport to "35," "Indoor 8.1."



There's an opening south from "35"—go through. There's only one route you can follow here, so there's no point mapping it. Proceed to the crypt, grabbing the collectibles, and read the message in the book.



Go back to room "35."

The side-door "36" is now open. Go through, and onto map "Indoor 8.3."

Stairway to Heaven

Save your game and press north. Looks like there's another artifact here, a huge sword with a curiously curved blade.

This trip takes you through the clouds and into the heavens themselves.

At "2" grab the Blood Vial and teleport north to "3." The blue areas are icy, and very slippery—don't slide into trouble. Apart from a few flying arrows and Armored Fighters, the journey to "4" is uneventful. Note: The Armored Fighters here can't follow you up the stairs, so escape is often simple. Teleport to "5." There's more of the same on the way to "6," where you find a Blood Bottle. At "7," teleport to "8" on "Indoor 8.4."

After arriving at "8," make your way to "9" where you find a Blood Vial. The road ahead is full of Armored Fighters and flying arrows, so take care. After this, work your way back to the icy area then slide your way to "10," from where you teleport to "11." Teleport "12" takes you to "13," and "14" takes you to "15." Teleport "16" takes you to "17" on "Indoor 8.5."

INDOOR 8.3

INDOOR 8.4

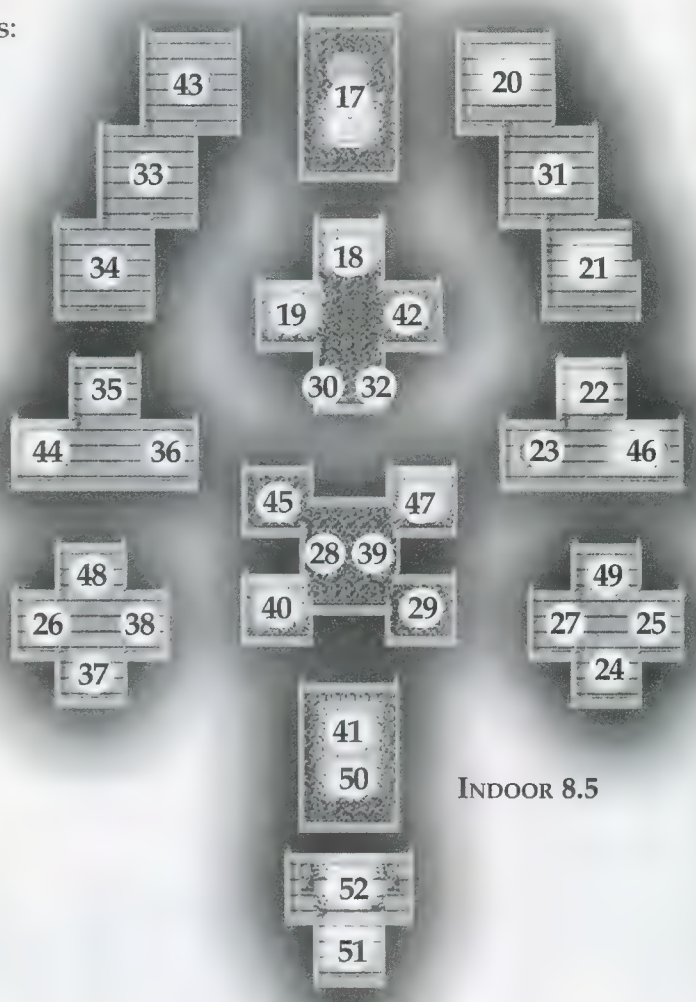
You arrive at "17." The teleport here takes you to "18." The other teleports are as follows: numbers not listed are destination pads for one-way teleports:

19: 20
21: 22
23: 24
25: 26
26: 25
27: 28
29: 17
30: 31
32: 33
34: 35
36: 37
38: 39
40: 41
41: 40
42: 43
44: 45
46: 47
48: 49
50: 51

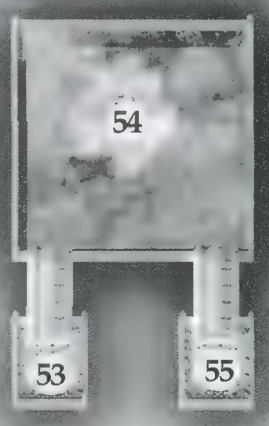
Teleport "52" takes you to "53" on "Indoor 8.6."

This is what you've been looking for. Arriving at "53," the sword is at "54."

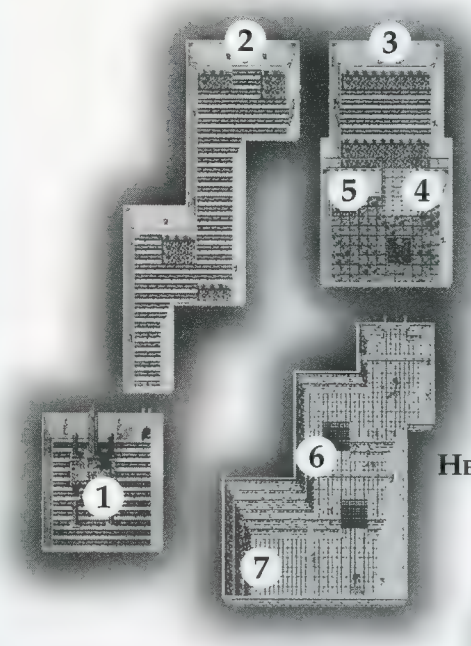
It's the Soul Reaver! After collecting it, proceed to "55" and teleport to "2" on "Indoor 8.3." Save your game again on your way back to the cathedral and map "Indoor 8.1." Time to go through the now-open door "37," and on to map "Hell 01."



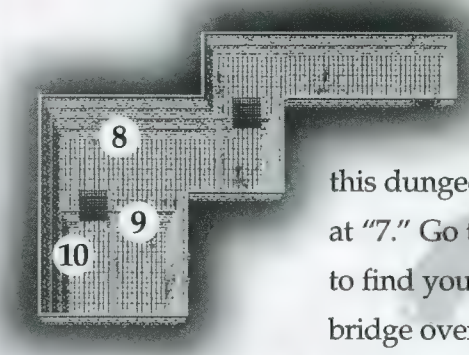
INDOOR 8.5



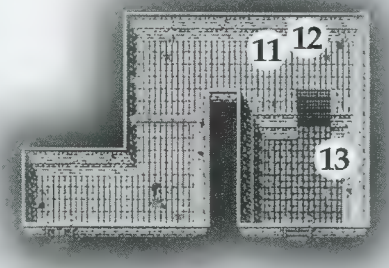
INDOOR 8.6



HELL 01



HELL 02



HELL 03

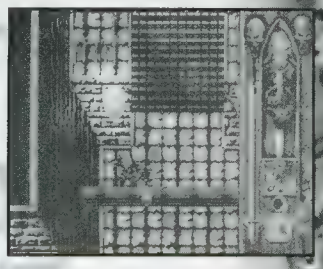
Highway to Hell

Like Malek's Bastion, this journey into hell consists of single rooms that are difficult to link as a map. Thus we've labeled them "Hell" instead of "Indoor" and offer them in small sections, the first being "Hell 01."

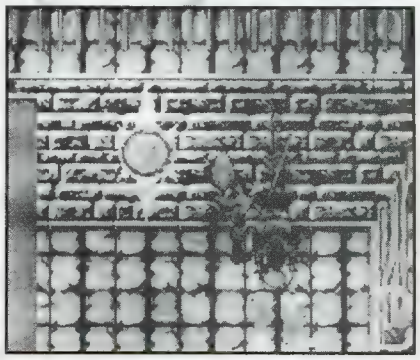
Save your game at the save post "1," then work your way north to the switch at "2."

Press it and go east. Hit both switches at "3" with Energy Bolts, then proceed down the stairs to "4." This switch creates a path through the spikes at "5," allowing access to the switch that opens the southern door. Judging by the design on the floor, we're looking for a suit of armor.

The skull at "6" is a new design of switch. Remember this—there's plenty of them in this dungeon. Press it to open the door at "7." Go through to find yourself on a bridge overlooking a deep chasm.



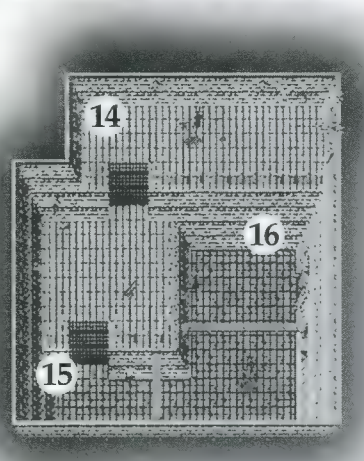
There are several bridges to be seen, but each merely connects two doors—there's no real choice about where to go. Cross the bridge and go to map "Hell 02."



Nothing too taxing here. There's a Blood Bottle at "8" and a new type of switch at "9."

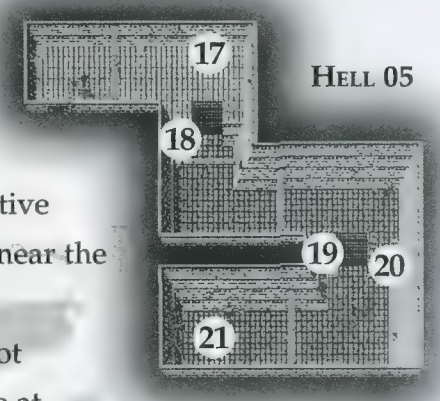
Drain the captive at "10" before pressing on to "Hell 03" through the east door, via a bridge.

Starting from the left-hand door, there's a few Orange Wizards between you and the captive at "11." Hit the switch at "12" (a round, shield-type offering) and grab the Blood Bottle at "13" before fleeing south to "Hell 04." Again, (and every time in this section) you cross a short bridge. Just assume this from now on.



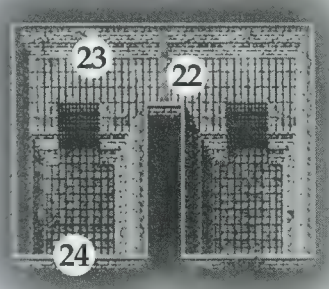
HELL 04

Starting in the northeast corner, deal with the Cerebus and Orange Wizard before grabbing the Blood Bottle at "14." Flick the skull-type switch at "15" and drain the captive nearby. There's another at "16," near the way out to "Hell 05."



HELL 05

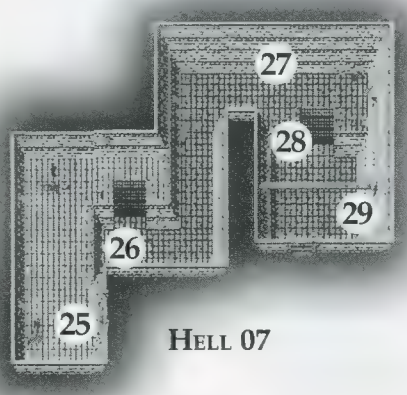
After trashing the Shadow Spot Summoner, deal with the captive at "17." Hit the switch at "18," then flick a second switch at "19" and grab the Magic Sphere at "20." There's a Blood Bottle at "21" next to the door to "Hell 06."



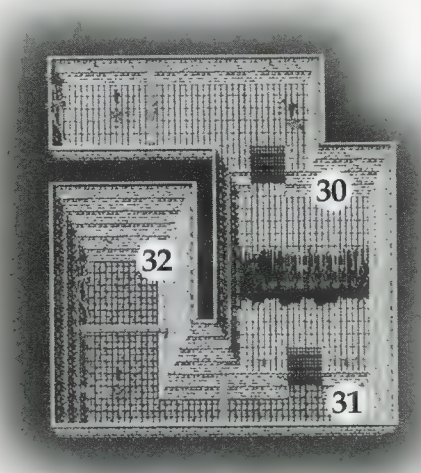
HELL 06

Beware of more Shadow Spot Summoners. There's a captive at "22" and a skull switch at "23"—press it. The door at "24" leads to "Hell 07."

Starting at "25," get the Orange Wizard Summoners before they and their minions get you. There's a Magic Sphere at "26," and a captive at "27." The switch at "28" opens the door south—grab the Blood Bottle "29" on the way. Over the bridge you reach "Hell 08."



HELL 07

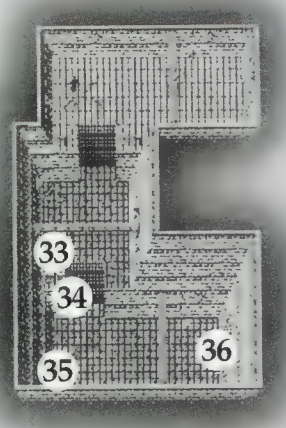


HELL 07

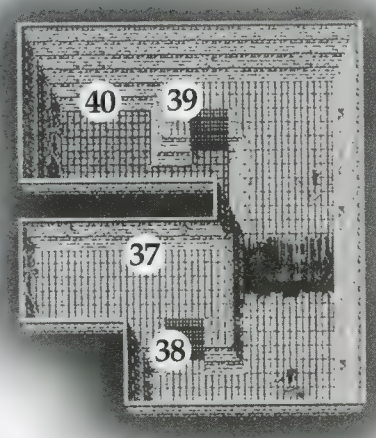
Entering through the northwest door, the inevitable switch is at "30." This room's major monster is the Lightning Spitter, so be careful. Grab the Blood Vial at "31," then fill it with the nearby captive. The second switch "32" opens the door west to "Hell 09."

After entering through the north door, collect the Blood Bottle at "33." There's a switch at "34" and a magic sphere at "35." Go through "36" to "Hell 10."

There's a captive at "37," and a switch at "38." After more blood-getting at "39," flick the switch at "40," grab the Heart of Darkness and leave. Cross the short lava bridge, collecting the Heart of Darkness on the way. Go to "Hell 11." You'll find Malek's actual corpse strung up in the center of the circles. Seems like this is where certain members of the Circle perform their rights and rituals. Gross.



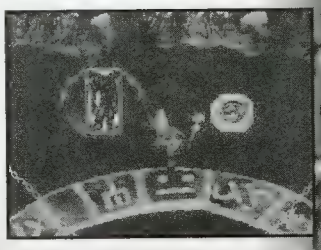
HELL 09

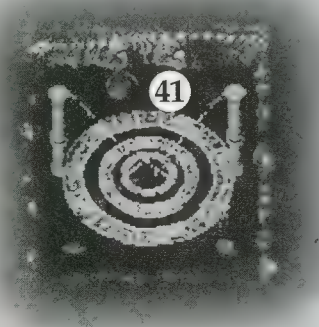


HELL 10

Grab the Wraith Armor and get on the teleport "41" before you puke. It takes you back to the Cathedral.

Now you can go north through door "38." Look at the stained glass window depicting Vorador's fight with Malek, then press north to "Indoor 8.7" to tackle Azimuth.





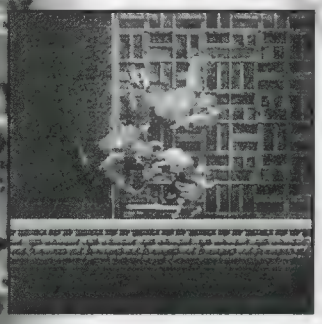
HELL 11

Azimuth

At last you meet the Planar, the matriarch of Avernus who summons demons from other realms.

She's confident of victory, but then so are you.

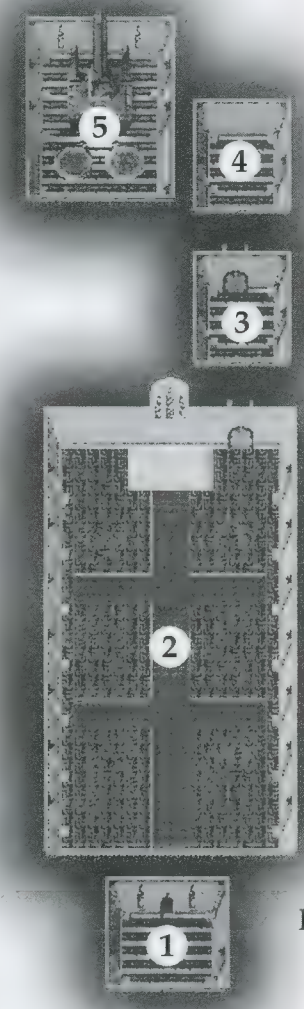
After saving your game at the save post, leave through the north door to meet Azimuth at "1". You do battle at "2". A simple strategy will have this battle wrapped up in no time. First, put on Wraith Armor and ready your Flame Sword.



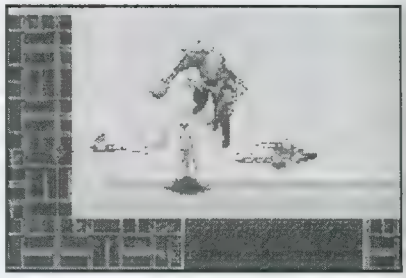
You'll notice that if you attack Azimuth, she teleports to the opposite end of the room, and as you move back and forth to get to her, you unleash purple Ogres, who are more pests than problems (passing two adjacent runes triggers more Ogres). So don't move: from one end, throw a projectile (which will not harm her). This will cause her to teleport to your end, and you can hit her easily if you're quick. She'll then transport back to the other end, but another projectile will bring her back. Do this about eight times and she's yours.

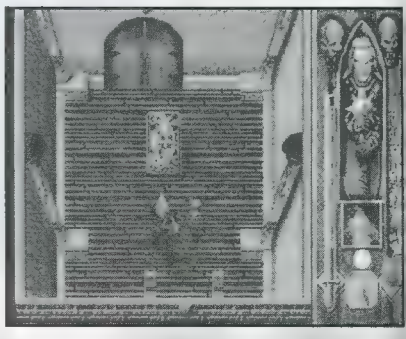
After defeating her, move north to "3" where you find the Time Streaming Device.

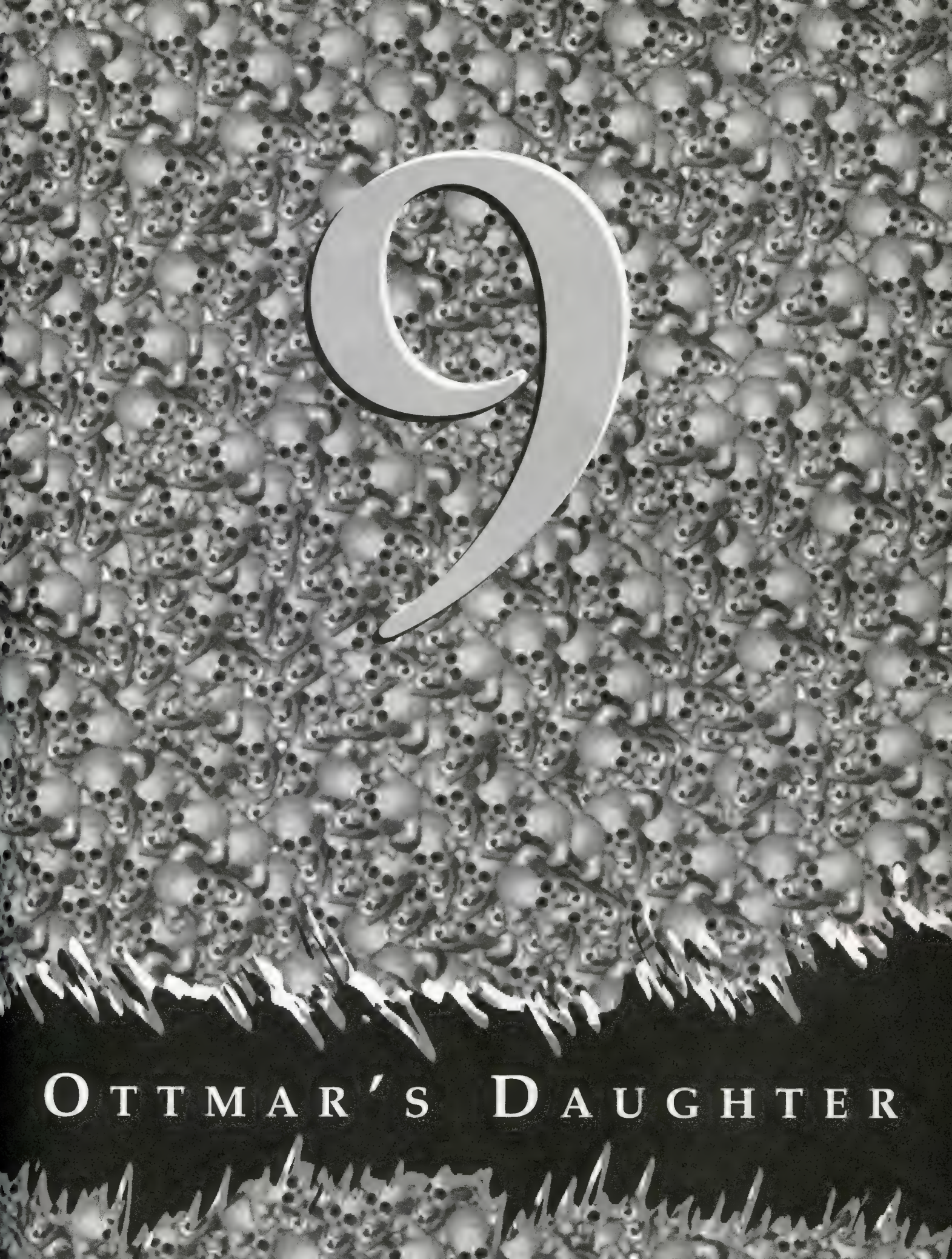
Collect it to open the door north, and use the teleport "4." You arrive at the save post, "5." Save your game and teleport again, this time to Bat Beacon "A" on map "Outdoor 8.7." Activate the Beacon, then fly to the Pillars to rectify the Pillar of Dimension.



INDOOR 8.7





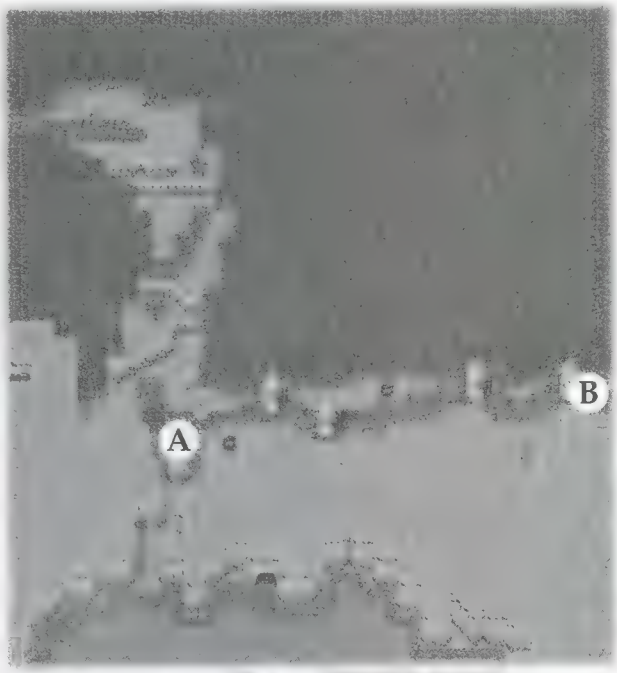

9
OTTMAR'S DAUGHTER

Journey Through Time

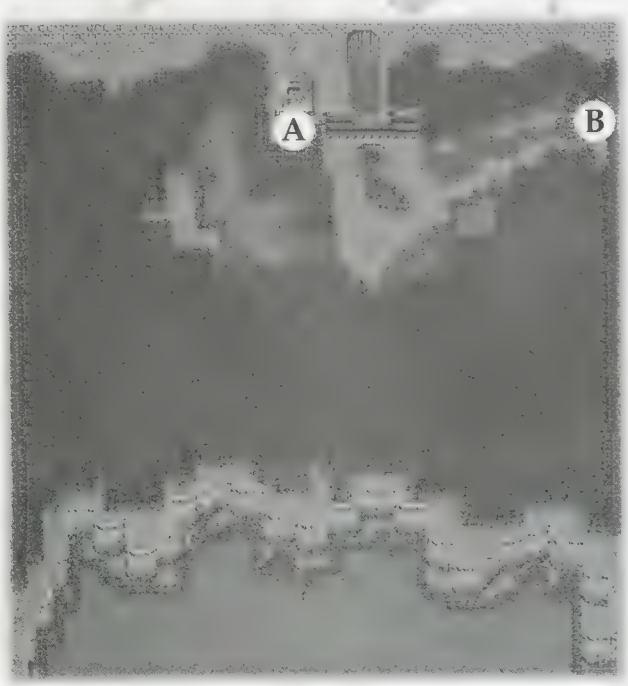
On returning to the Pillars you are told that Azimuth stole the Time Streaming Device from Moebius, keeper of the Pillar of Time, to summon creatures from other ages. Hold on to it—it is in useful later on.

The Legion of Nemesis, led by a now-corrupt ruler once named William the Just, is poised to overwhelm Willendorf. Your next task is to stop them. Fly back to the Bat Beacon you activated as you left Avernus on map "Outdoor 9.1."

After arriving at Bat Beacon "A," go through the gate and leave the map at "B" appearing on map "Outdoor 9.2."

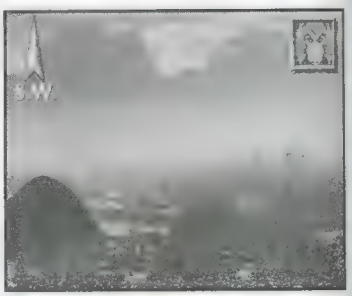


OUTDOOR 9.2



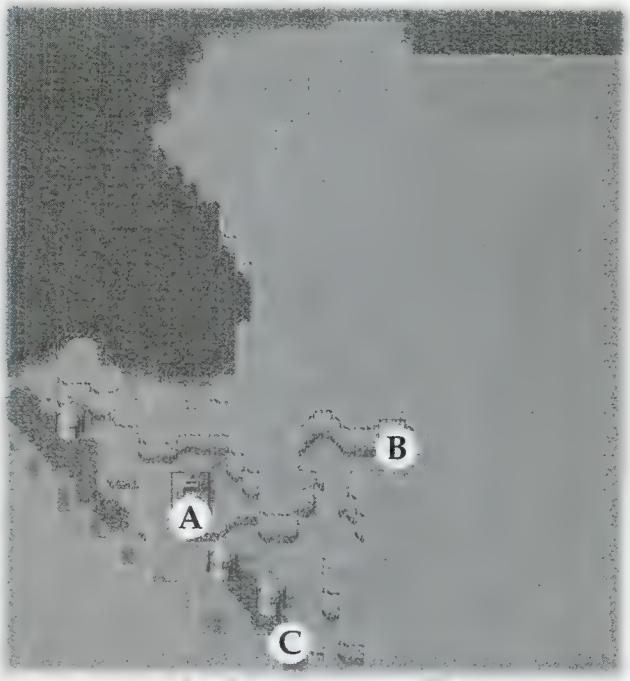
OUTDOOR 9.1

Work your way to "A," though you can't push the boulders and get the Heart of Darknesses. Instead leave at "B," sucking the blood of as many citizens as you need. You can't enter the tents.

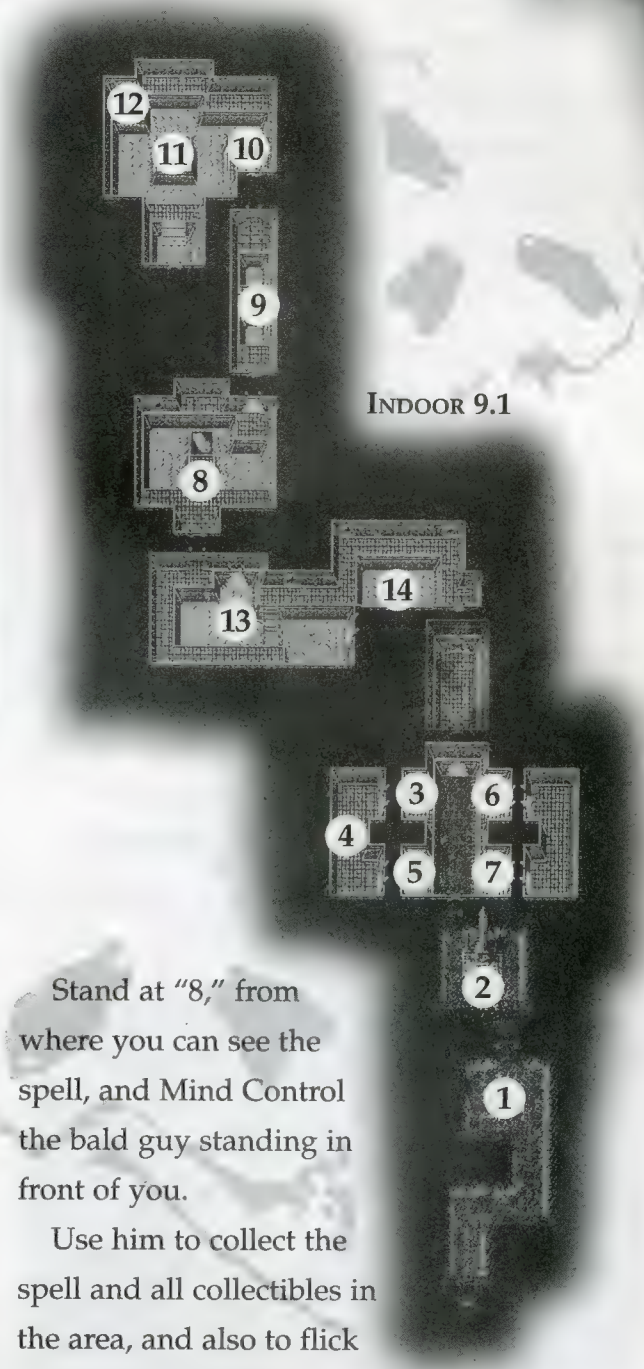


Activate the Bat Beacon at "A." The nearby Vista shows Willendorf.

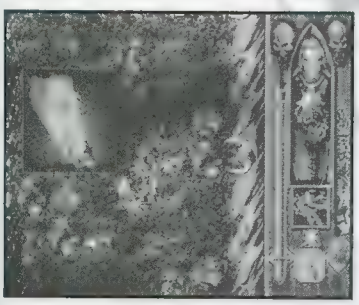
Again you can't enter the tents, but the citizens nearby are accommodating. The cave at "B" leads to map "Indoor 9.1."



OUTDOOR 9.3

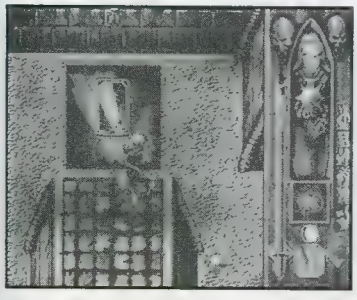


INDOOR 9.1



The floor decoration at "1" indicates you're heading for a new spell.

If you don't know what to do at "2" by now, there's no hope for you at all. Everyone else can move north, though, and use Mind Control on the soldier at "3." Flick the switch on the north wall and proceed to "4." There's another switch on the north wall here—flick it. This opens the door to "5" where you find two Pentalich of Tarots.



Do the same with the man throwing knives at "6." Again, there's a switch on the north wall. Grab the Magic Sphere at "7."

Stand at "8," from where you can see the spell, and Mind Control the bald guy standing in front of you.

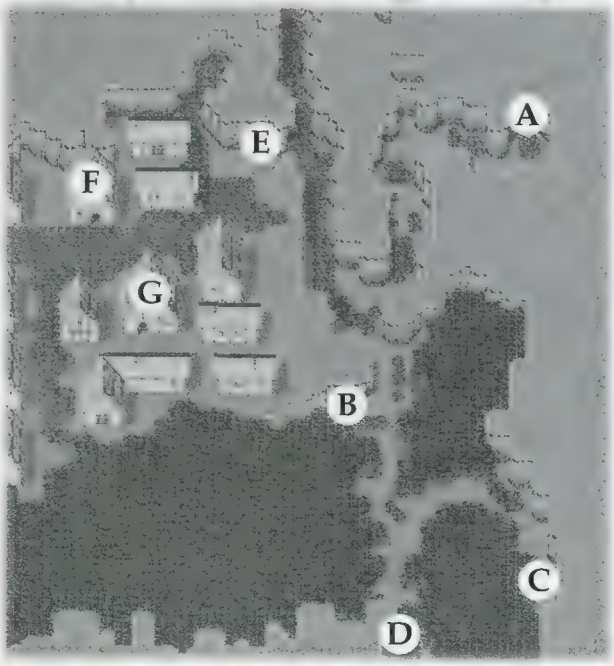
Use him to collect the spell and all collectibles in the area, and also to flick the opposite switch.

Switch to Spirit Wrack, which is like Mind Control but works on non-human enemies. Use it on the skeleton on the opposite ledge and flick the switch behind him. Collect the Flays, then revert back to Kain and use the bridge that's just been created along the left

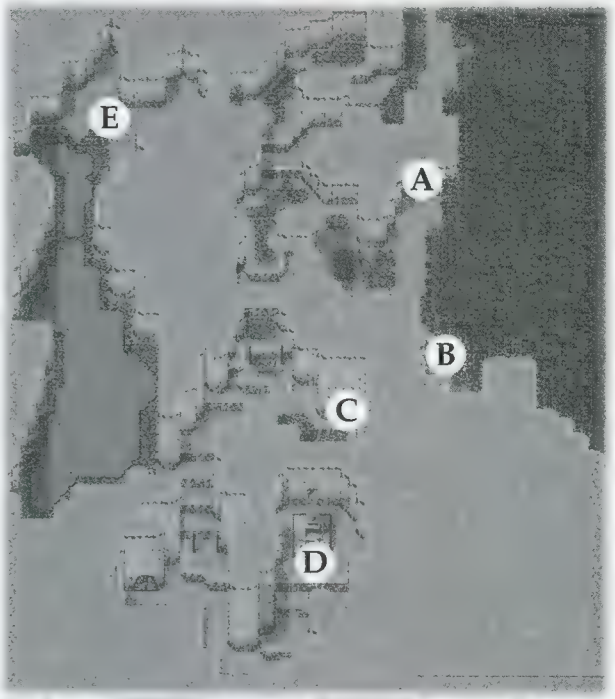
wall. Use the Spirit Wrack to cross the gaps at "9"—cast it at the creature opposite you and flick the switches, bridging the pits. Do the same at "10" and "11," firing at the Skeletons to the north of these positions. Flick switches, grab collectibles, cross bridges… I'm sure you have the idea.

Aim diagonally at "12" to get the Energy Banks. Now leave by the southern-most door. You return through the same rooms as you entered, but on the floors rather than the ledges. There's a Blood Vial at "13" and a Magic Sphere at "14." The door east from here leads back to "1." Leave and return to map "Outdoor 9.3," which you can leave at "C" for "Outdoor 9.4."

The way to cave "A" is currently blocked, so the only thing to do is enter cave "B." It's a Blood Fountain that also increases strength. You can now push your way to the Pentalich of Tarots at "C" and the small area off the map at "D." Explore this now—check out map "Outdoor 9.5."

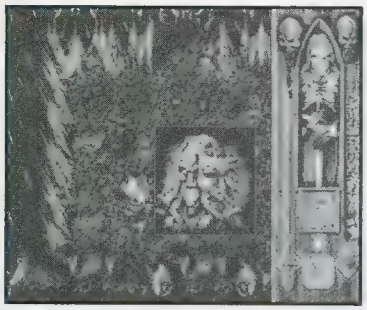


OUTDOOR 9.4



OUTDOOR 9.5

Wolf-jump and axe-chop your way to "A," a Blood Fountain that also increases recovery speed of magic energy. There's a Heart of Darkness at "B"—cut a couple of trees to get it. Cave "C" is inhabited by Zombie Summoners, but the collectibles make the battle worthwhile. Activate the Bat Beacon at "D," then use the mist form to get to "E" for a Magic Sphere, an Energy Bank, and a Pentalich of Tarot. Suitably enriched, make your way back to "Outdoor 9.4."



Return to the boulder blocking cave "A"—you can now push it out of the way. Go in—there's something familiar here. This is Beguile, a better version of the disguise form. Go to map "Indoor 9.2."

Save at "1" and press north to "2." This area, the Provincial Mines, is full of White Paladins. The rail cars can be pushed, allowing you to advance to the Flays and Putresces.

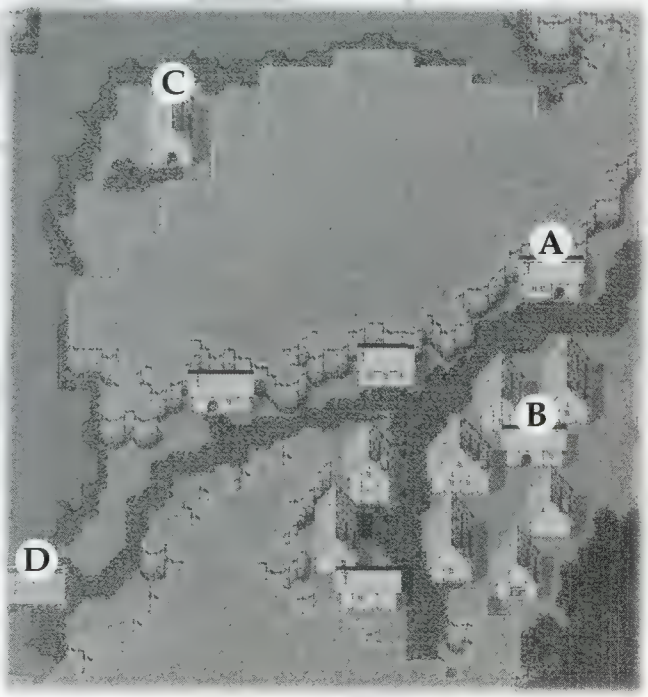
INDOOR 9.2

There are more Flays and a Heart of Darkness at "3" and another Flay at "4." Don't miss the Rune Triangle at "5" or Blood Vial at "6," either. There's a Magic Sphere later in the same room near the door to the Blood Fountain "7" where you win the beguile form by drinking. It replaces "disguise" on your forms menu. Use it as you walk back to the second save pillar—no one attacks.

Leave the cave and return to "Outdoor 9.4," but at cave "E."

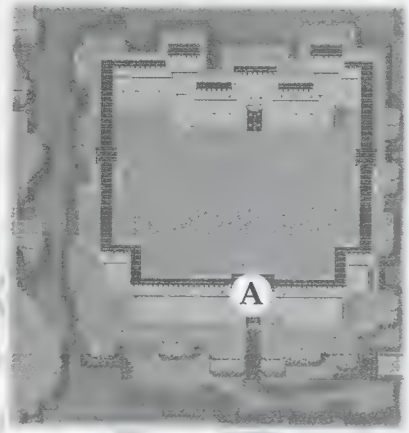
Back on map "Outdoor 9.4," let's explore the town. There's a trio of Blood Bottles at "F" and a couple of Putresces at "G." Move west to "Outdoor 9.6."

Building "A" holds only citizens, and "B" is also empty. Pick your way along the coast to "C," using mist where necessary. Inside is a



OUTDOOR 9.6

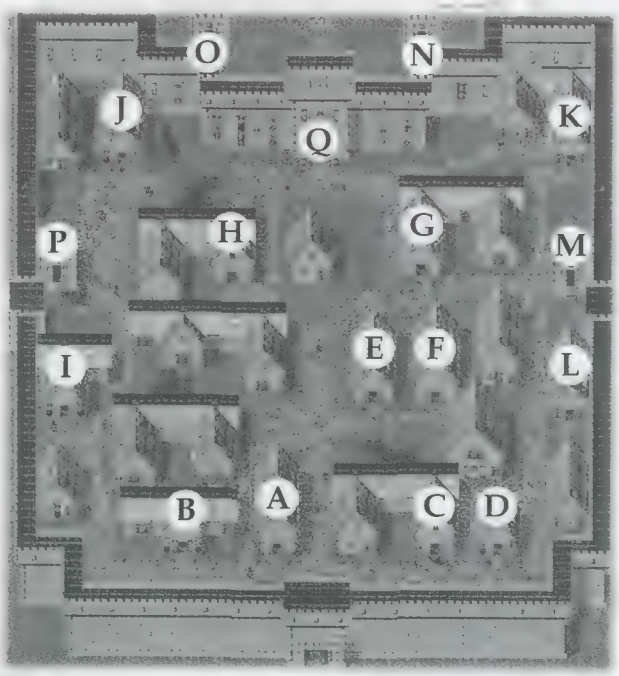
teleport to a Spirit Forge offering Slow Times. You leave the forge through the blocked cave at the southern end of map "Outdoor 9.5." When you've finished, cross the bridge at "D" to map "Outdoor 9.7."



OUTDOOR 9.7

Walking along the various coastlines here is a futile exercise. Just go into Willendorf through gate "A" and on to "Outdoor 9.8."

Willendorf



OUTDOOR 9.8

Time to explore the city itself, using your new Beguile form. Inside the buildings are the following:

A: A Flay, a Heart of Darkness and two Anti-Toxins.

B: The Great Library of Willendorf. Kain isn't impressed, but a Vista offers *some* information.

C: The Willendorf Armory. It's empty.

D: Two Flays.

E: Two Flays and a Blood Bottle.

F: Two Putresces.

G: Travelers' Pub. Six Flays over the bar.

H: An Implode, a Putresce and four Flays.

I: Captives in the back room.

J: Annabelle's Brothel. There's an Anti-Toxin and a Pentalich of Tarot just inside the door.

K: A Flay and an Implode.

L: Jump the bar and go into the back room for Heart of Darknesses.

The Ramparts

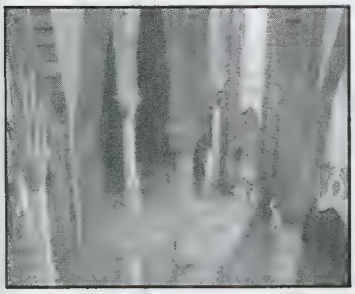
M: A guard tower. Down the cellar are two Putresces. The cellar itself connects the outer door with the rampart, leading to "N."

N: Flick the switch inside, and you can run from here to "O."

O: Connects to "N." Flick the switch inside the room.

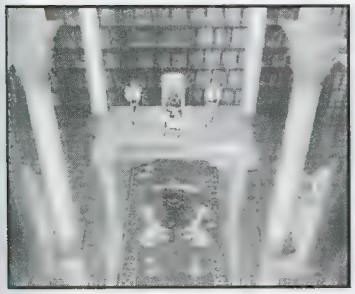
P: There are two Flays in this tower, which lead to (or from) the ramparts.

NOTE: The ramparts can be crossed either way, "M" to "P" or "P" to "M." This has no affect on the game as long as both switches are activated.



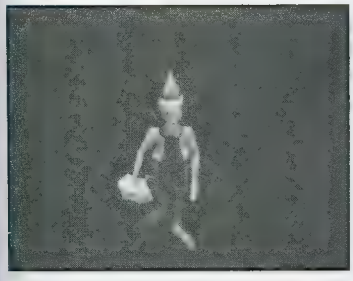
Door "Q" opens when both switches on the ramparts are activated. Go through. You arrive at Ottmar's court.

As you approach, you're challenged by a peasant who says the King sees no one—"He's in mourning for his daughter." You aren't impressed. "He'll be mourning for his kingdom soon," you snap. "And he'll mourn for you even sooner if you don't get out of my way." The peasant wisely lets you past.

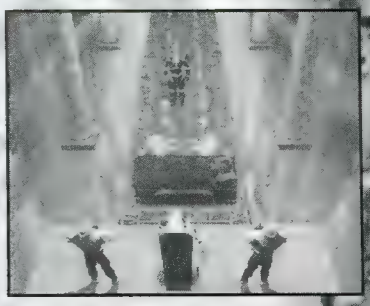


The Princess lies distraught on a bed in front of Ottmar's throne.

The King tells of a competition he offered in celebration of her birthday. "Whoever brought her the finest doll," he recalls, "would win a royal favor." The clear winner was Elzevir the Dollmaker, who offered a doll of such splendor the whole kingdom gasped in reverence.



All he asked in return was a lock of her hair. In his folly, Ottmar granted this request. The Dollmaker used the gift to steal the soul of the Princess, who soon lapsed into a comatose state. The King offers his kingdom if you can restore her to health. Your next task is clear—you leave Ottmar's hall and head for the Dollmaker's dwelling.

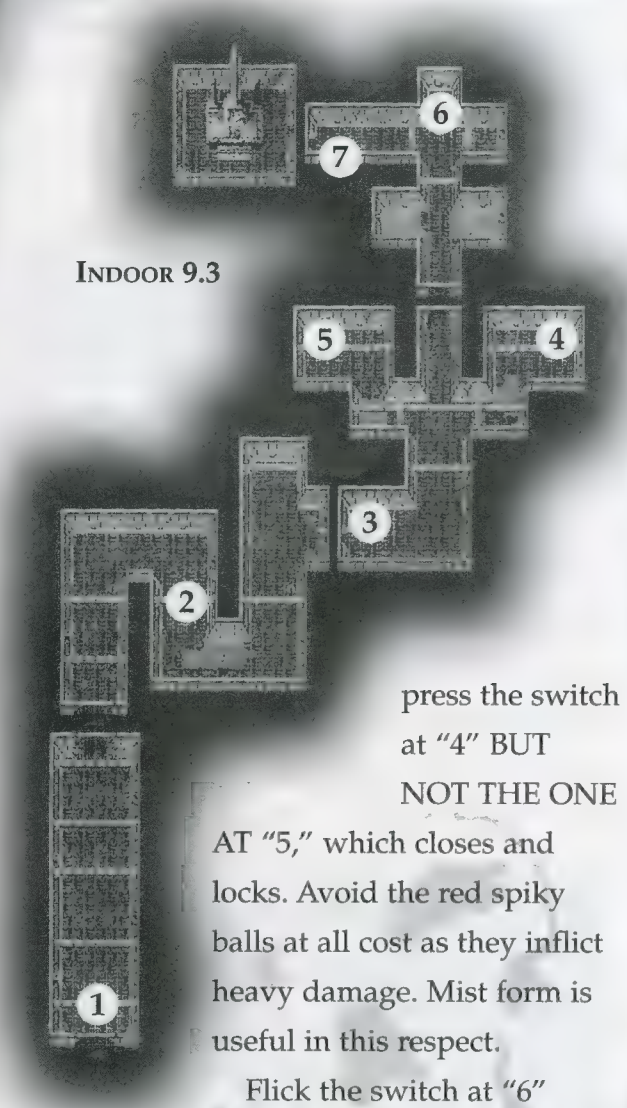


On your way out you're told, via a Vista, that the armies of Willendorf spend their time looking for the Dollmaker, and are in no condition to take on the Legion of Nemesis. You also learn of a tunnel leading directly to the Dollmaker's abode. A doorway has now opened leading west from the room containing this Vista—use it. Save your game, grab the power-ups from the nearby barrels and go down the stairs and through the north door—it's the only way out, other than the one you came in by. This takes you to map "Indoor 9.3."

Towards the Dollmaker's Domain

Starting at "1," head for the north door. If you're still using the beguile form, the White Paladins won't touch you. There are Jellies in room "2," but they're no trouble.

There's a chest containing an Energy Bank at "3." To open the door north from this room,



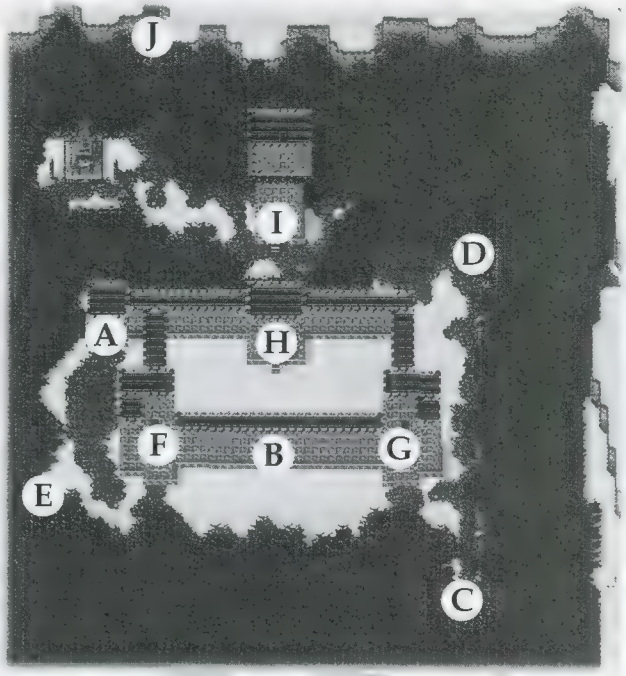
INDOOR 9.3

press the switch at "4" BUT NOT THE ONE AT "5," which closes and locks. Avoid the red spiky balls at all cost as they inflict heavy damage. Mist form is useful in this respect.

Flick the switch at "6" before leaving the tunnel at "7" for map "Outdoor 9.9." Save your game before you go.

You emerge from the tunnel at "A." There's a new enemy nearby, the Nemesis Warrior. They're not as tough as they look, and are easily stunned and drained.

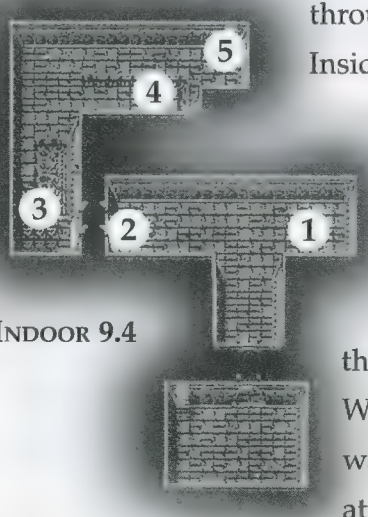
The gate at "B" is initially closed, so go to "C" where you find a Pentalich of Tarot, a Slow Time and a Magic Sphere. There's another Pentalich of Tarot at "D" and a Blood Bottle at "E."



OUTDOOR 9.9

Mind Control the Nemesis Warrior at "F," go through the door behind him and flick the switch. The gate at "B" is now open. Don't do the same at "G" or you close and lock it. Go in.

You're in for a big fight in the courtyard—Slow Time cuts the enemy down to size. After you've won, go through door "H." Inside the tower go down the stairs and on to map "Indoor 9.4."

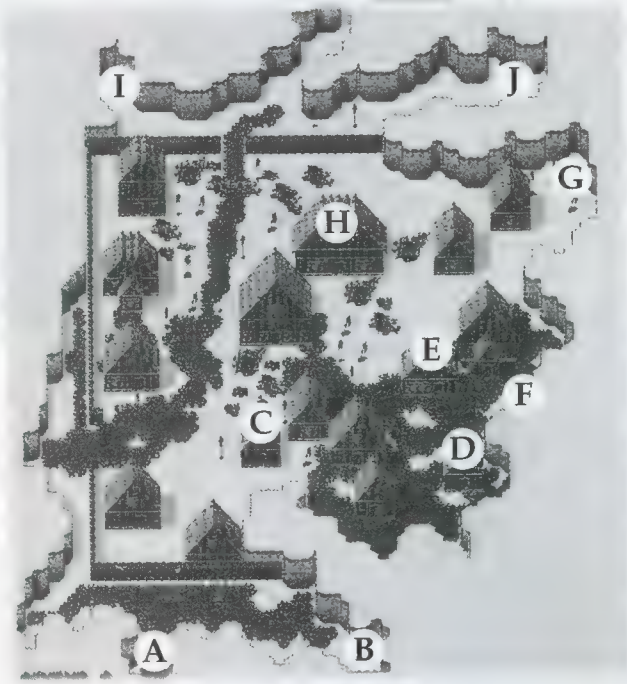


INDOOR 9.4

Deal with the Nemesis Warriors on the way to the switch at "1," which opens the door at

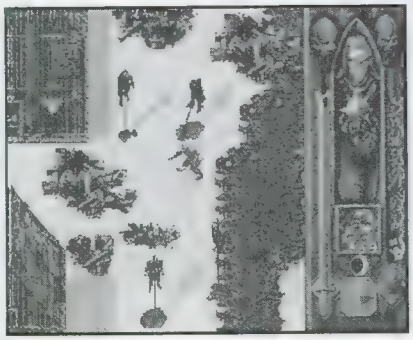
"2." Use the Mist form at "3" to cross the spikes. There are four Heart of Darknesses and two Implodes at "4." The stairs at "5" lead to the way out of the tower, "I," on "Outdoor 9.9." Activate the Bat Beacon, then head north at "J" to "Outdoor 9.10."

From Stahlberg to Elzevir



OUTDOOR 9.10

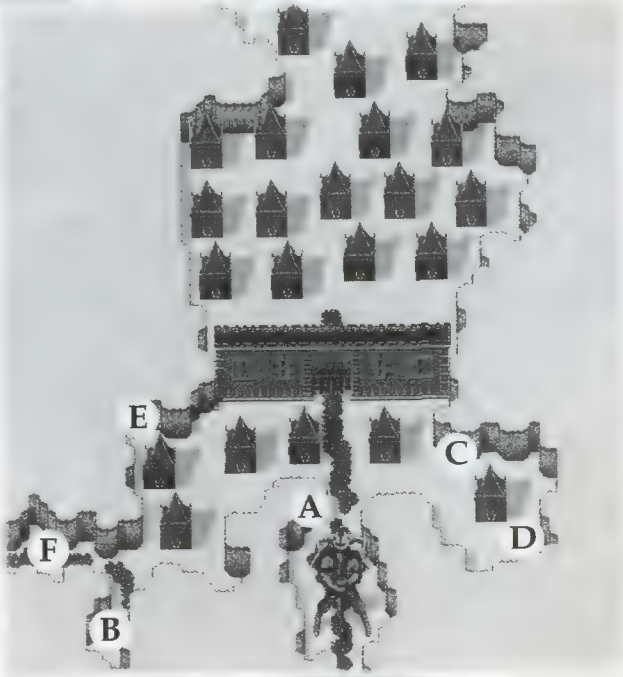
Once the heart of Nosgoth's academia, Stahlberg suffered greatly at the hands of the Legion of Nemesis, whose Nemesis Warriors patrol the streets. Bodies litter the streets and the smell of death is everywhere.



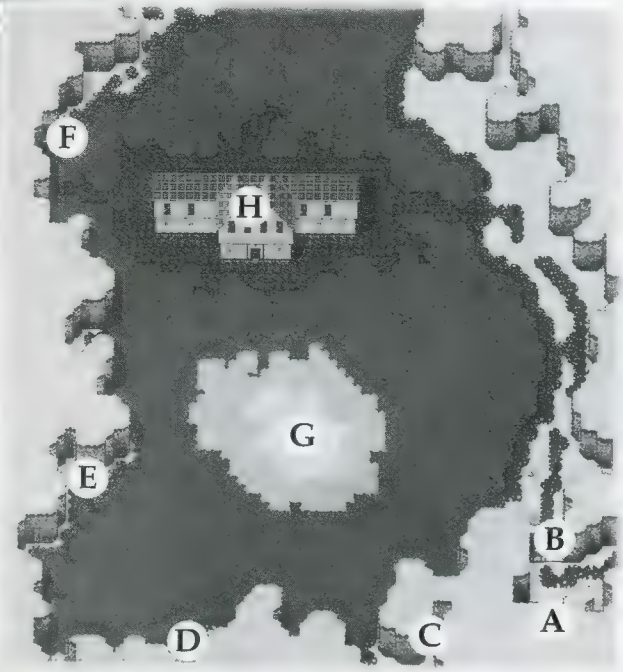
Starting at "A," there's a Flay and a Magic Sphere at "B." There are three Flays in building "C." Grab the three Flays and two Heart of Darknesses in "D," and don't miss the Flay outside it. "E" holds three Energy Banks and there's a Flay and a Magic Sphere at "F." In the corner of the town at "G" is a Magic Sphere and an Implode. In building "H" (the pub), there's a Heart of Darkness and an Energy Bank in a chest and a Heart of Darkness and two Energy Banks over the bar.

On the way out of town grab the Pentalich of Tarot and a Magic Sphere at "I" and a Flay at "J." Leave by the northern path and go to map "Outdoor 9.11."

After you leave Stahlberg, you come across what you presume to be the Legion's encampment. At present you can only explore the southern part.



OUTDOOR 9.11



OUTDOOR 9.12

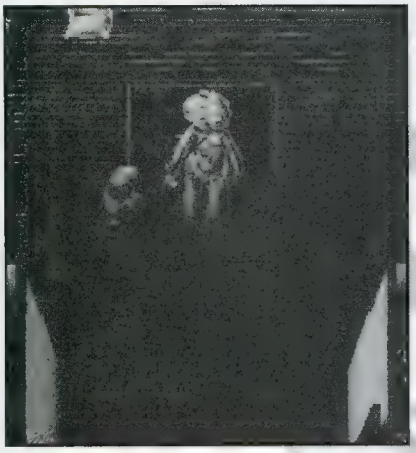
There's a captive at "A" and a Magic Sphere, Heart of Darkness and another captive at "B." Don't miss the third captive at "C" or the Putresce at "D." There are final captives at "E" and "F"—drain it before proceeding west to map "Outdoor 9.12."

There's a Magic Sphere at "A." Use Spirit Wrack on the Humanoid on the other side of the gate "B" and flick the nearby switch—it opens. Mist your way to "C" for a Blood Bottle and another Magic Sphere. There's a Heart of Darkness and a Magic Sphere at "D;" two Pentalich of Tarots, a Putresce and a Blood Bottle at "E;" a Magic Sphere at "F;" and a Pentalich of Tarot, Heart of Darkness, Magic Sphere and a Blood Bottle at "G." Enter the main building at "H" and go to "Indoor 9.5."

INDOOR 9.5

The House of the Dollmaker

This dungeon can be very confusing, and it's possible to trap yourself if you make a mistake. Follow these tips to the letter.



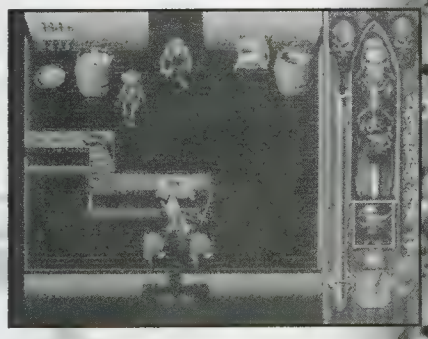
You start at "1" where you see another artifact design on the floor, Elzeviar's doll.

First explore the side wings. Go through door "2" and kill the Teddy Bears. The switch at "3" opens the door nearby. There's an Implode at "4," but beware of the red spiky spheres. Spirit Wrack the Humanoid at "5," opening the door north. If he's killed by the exploding Teddy Bears before you can get at the Rune Triangle, wait until he reforms and Spirit Wrack him again.

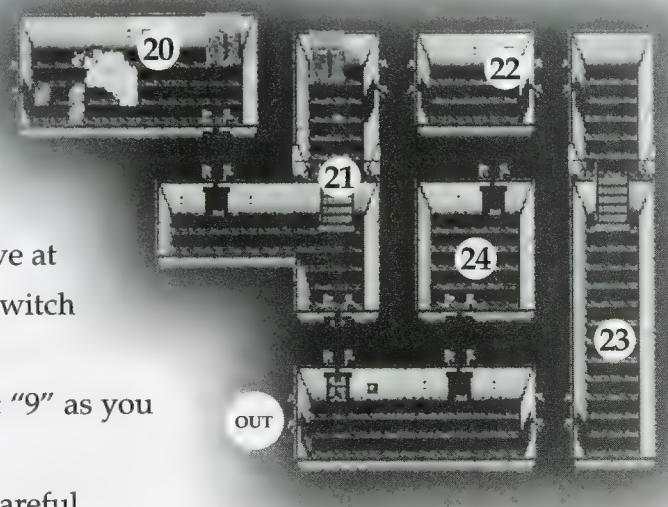
Go through "6" to "7" and collect the Energy Bank and Heart of Darkness. Drain the captive at "8" and fire an Energy Bolt at the switch over the spikes. Leave through the southern door. Ignore the switch at "9" as you return to the first room.

Now go through door "10." Be careful around the red spiky balls at "11" and again at "12." There are two captives at "13," but ignore the switch at "14." There's another captive at "15" near two red spiky spheres. Use Mist to get round them. Ignore the switch at "16," then move back into the first room. Go through door "17" and grab the Blood Vial.

Jump the barrels at "18" as the Wolf, and collect the two Putresces. Jump the bar at "19," then leave by the eastern door to map "Indoor 9.6."



Load your Light spell and keep this area well lit at all times. Ignore the switch at "20." Wolf-jump the barrel at "21," but avoid the switch on the floor—it closes the door



INDOOR 9.6

INDOOR 9.7

east. Ignore the switch at "22" and mist drift through the hazards at "23." Drain the captives at "24," then leave by the north door. Save your game at the Save Post and press on. You meet the Dollmaker for the first time.

Go to map "Indoor 9.7."

You meet the Dollmaker at "25"—he seems to have a lot of growing up to do. He continues his childish ramble at "26" where you fight. This can be a hectic battle, but it's not too tough.

As the Dollmaker circles the room shouting and throwing sewing needles, he touches piles of rags, which turn into rag dolls. These are swiftly dispatched with the Flame Sword, which burns them up; otherwise, they simply reconstitute after being hit. Then, every time you hit the Dollmaker (projectiles do him no damage), a Teddy Bear emerges from the cupboard and attacks you. These explode when they touch you, so you need to hit them at the farthest reach of your sword to avoid taking damage. Finally, after enough hits, the Dollmaker loses his head.

Go north to "27" where you find the doll holding the soul of Ottmar's daughter. Go back the way you came and leave via the door marked "OUT." Leave the building—you know the way.

Return to Ottmar

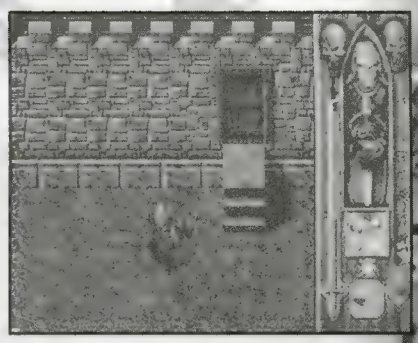
Go back the way you came. Fly to the Bat Beacon shown, then (on map "Outdoor 9.9") go to "I," down the dungeon to "H," through "B," and into "A."

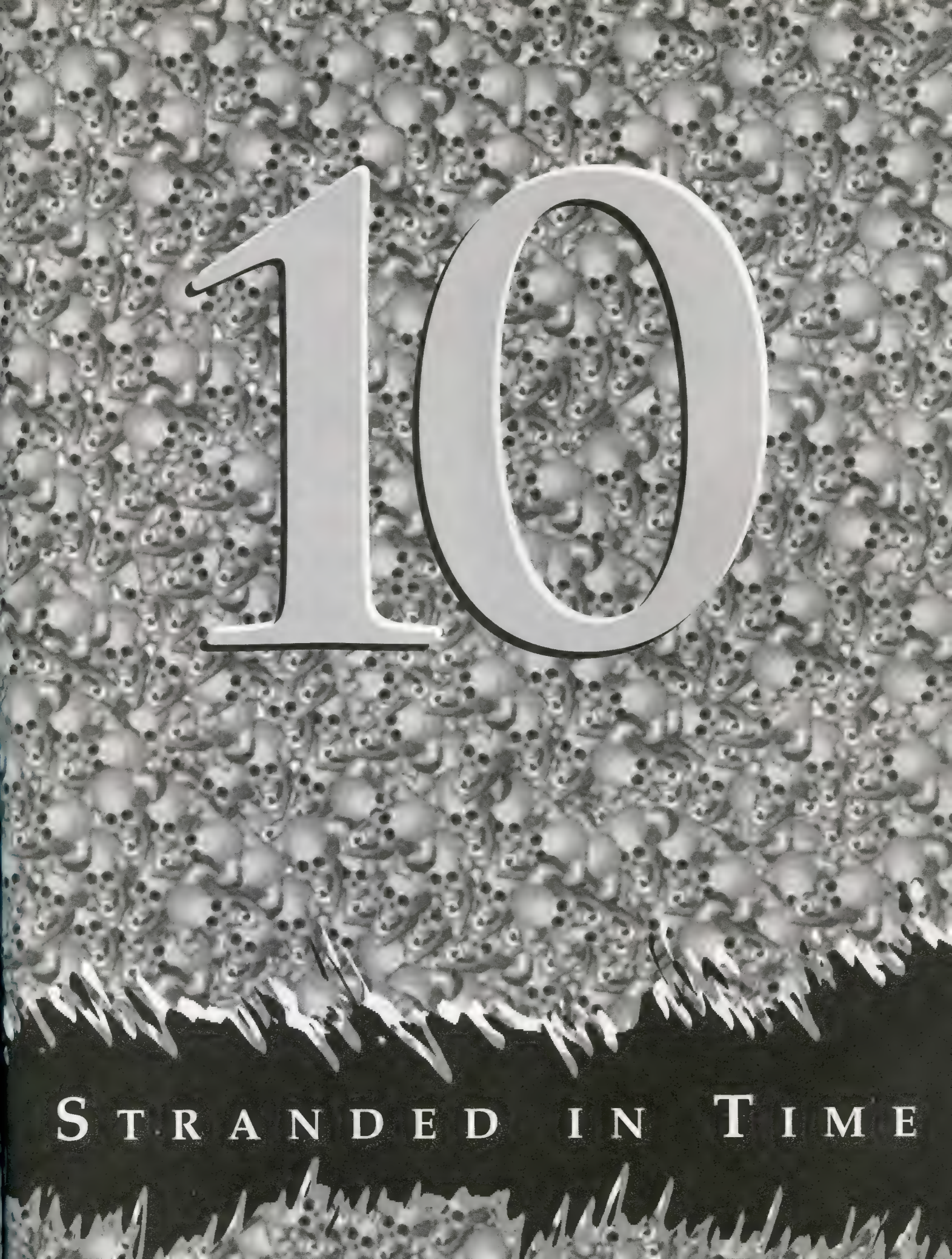
Use the tunnel dungeon to get you back to Ottmar's court. It's already familiar. With the doll in their possession, the court sorcerers can restore the Princess to her former health. Ottmar offers you his kingdom—you refuse,

asking instead for his army to attack the Legion of Nemesis. Ottmar agrees. Donning his armor, he leads his army to battle.

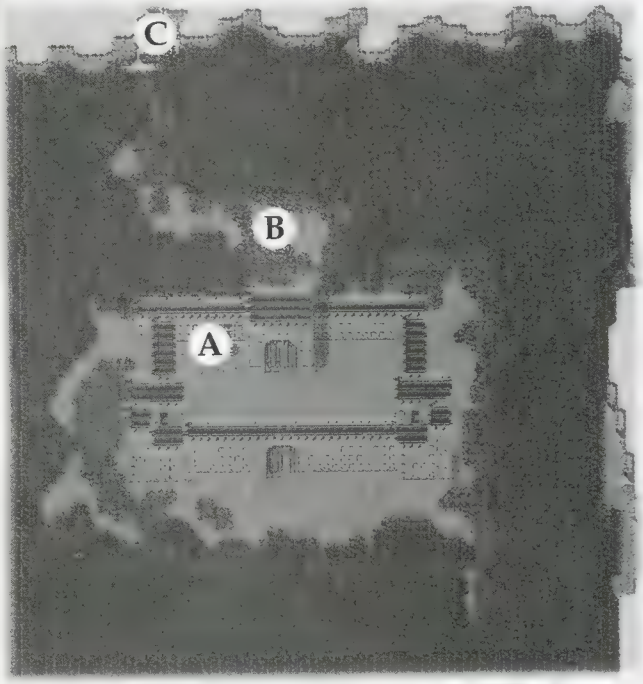
You arrive on the battlefield where Ottmar and the Army of Hope clash with the Legion of Nemesis. Keep pressing north, draining any soldier that falls into a catatonic state—even one of your own. Alas, Ottmar is killed and the tides of battle turn against the Army of Hope.

You seek to escape—keep heading north. As you approach the tower, the Time Streaming Device transports you 50 years into the past. You arrive in a stone castle, the Time Streaming Device lying smashed at your feet. You're stuck here, unable to return to your own time.




10
STRANDED IN TIME

The Journey Continues



OUTDOOR 10.1

Go through the door at "A" and save your game. You're attacked by various human enemies at "B," but they're no threat—more of an opportunity to drink blood. Keep pressing north and make for map "Outdoor 10.2" when you leave at "C."

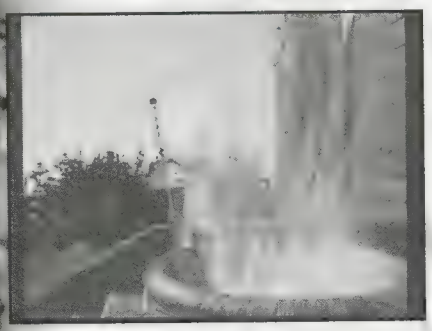
Stahlberg was such a nice place before the Legions of Nemesis wrecked it. You're still not sure where in time you've landed, but this town certainly looks much sweeter. Inside the buildings you find the following:

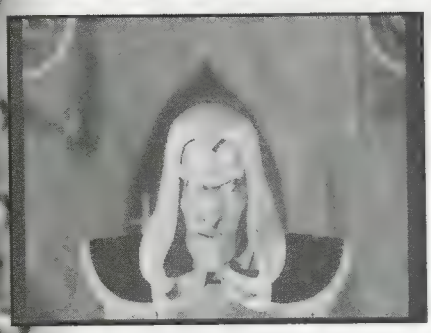
A: An Energy Bank.

B: Just a citizen.

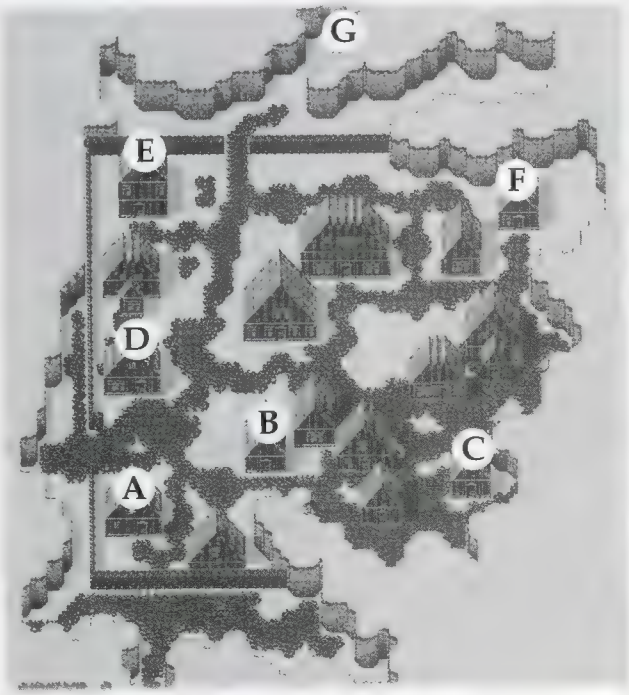
C: Two Flays and an Implode.

D: A save post.





You start at "A." Explore the courtyard and kill the Man-at-Arms. As he dies, you get a mental image of a man pleading with an angry crowd, requesting an audience with their King. "I can rid you of your troubles," he says, "I can get rid of the vampires and bring you glory and might."



OUTDOOR 10.2

E: Two Flays, an Energy Bank and two Implodes.

F: Four Putresces.

Leave by the north path at "G" and go on to map "Outdoor 10.3."

The colossus of Stahlberg, built 50 years before your own time, is currently under construction. At last you know where you are in history—the Vista at "A" tells you you're in the time of William the Just.

The buildings contain the following:

B: Three citizens.

C: Two Pentalich of Tarots.

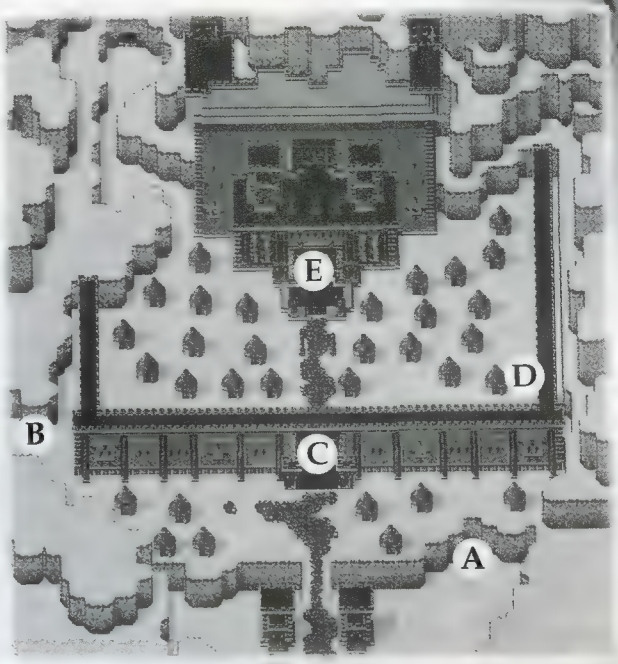
D: Three citizens.

E: There's an Energy Bank here.

F: Empty by day.

G: Here there's an Implode and a Magic Sphere.

OUTDOOR 10.3



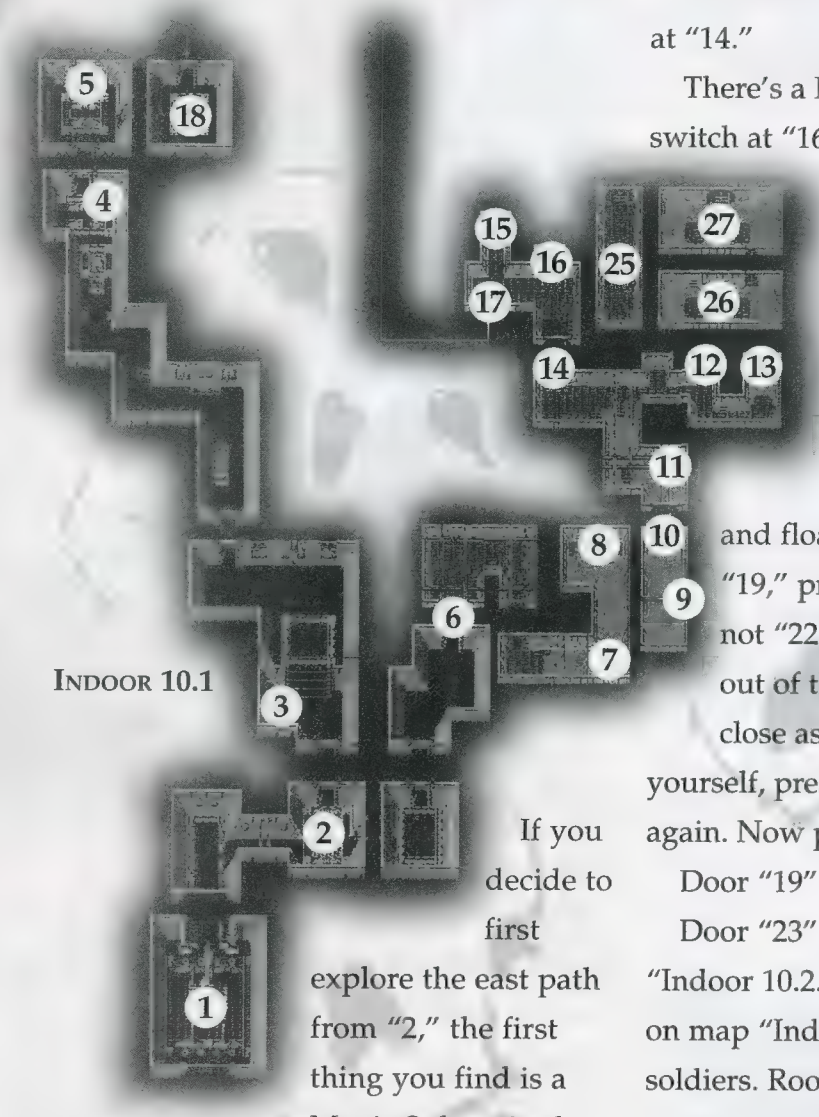
OUTDOOR 10.4

Leave at "H" and go to map "Outdoor 10.4." If you've played well, you should have full health and magic too.

There's a Magic Sphere at "A" if you need it. Pop round the corner at "B" for a Flay. Time to cross the outer wall into the stronghold of William the Just—listen to the Vista at "C." There's a Magic Sphere at "D." Now enter the castle at "E." Go to "Indoor 10.1."

Save your game before pressing on, "1." In this dungeon most switches should be ignored, as they only close doors. If trapped by pressing the wrong switch, restart from your last save position.

The quickest way to the next section is by going north at "2" and there's a Magic Sphere at "3." The switch at "4" opens and closes the door next to it. Door "5" leads straight to map "Indoor 10.2."



INDOOR 10.1

If you decide to first explore the east path from "2," the first thing you find is a Magic Sphere in the next room. The door at "6" slams shut as you go through. Mist-drift over the quicksand at "7," but ignore the switch at "8"—it shuts a door in the room east. There are two captives at "9" and two more at "10," but you have to revert to Kain in the middle of the quicksand to drain them. The captives at "11" can be Blood Gouted while standing on the solid patch of ground further into the room, at no risk to yourself. There's a Blood Vial at "12," and the switch at "13" operates the door at "14."

There's a Magic Sphere at "15," but the switch at "16" closes the door at "17"—leave it alone. There's a Rune Triangle at "18" and also a switch that opens the door west, allowing you through door "5" and on to map "Indoor 10.2."

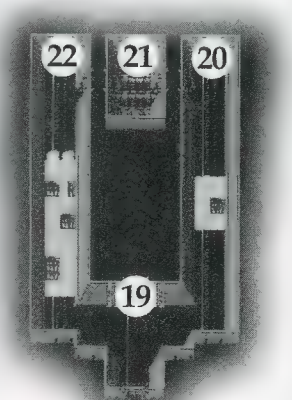
Use the mist form to pick your way through the spikes, ice and floating spheres. To open the door at "19," press switches "20" and "21," but not "22." Press "21" first, as the doors out of the room containing this switch close as door "19" opens. If you trap yourself, press "21" a second time, then "20" again. Now press "21," then "22."

Door "19" leads to map "Indoor 10.3."

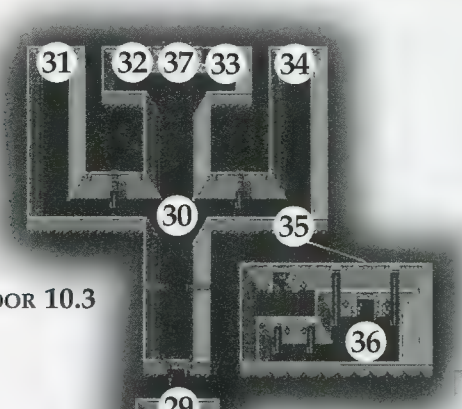
Door "23" leads to door "19" on map "Indoor 10.2." Door "24" leads to room "25" on map "Indoor 10.1," which contains several soldiers. Room "26" holds two Energy Banks and a Rune Triangle. Use the mist form to get to room "27" where you find two Heart of Darknesses and a Pentalich of Tarot. Go back north in room "25."

The switch at "28" locks the door at "29"—don't touch it.

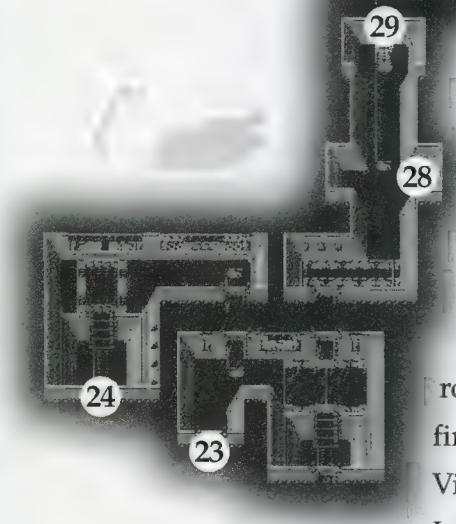
In room "30," use the mist form to avoid the circling axes. Kill the soldiers before turning your



INDOOR 10.2



INDOOR 10.3

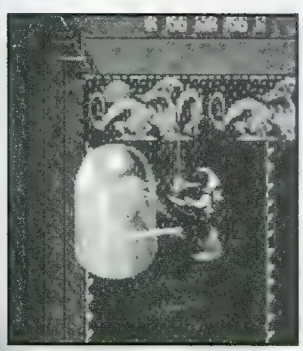


attention to the switches "31" to "34." Press all four switches to open the door "35." In room "36" you find a Blood Vial and three Implodes.

To open the door at "37," all switches except "32" should be pressed. If you lose track of which switches are pressed and which aren't, look at the on-screen map—unpressed switches glow purple.

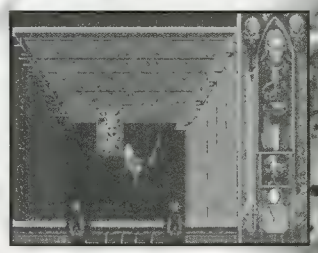
Door "37" leads to map "Indoor 10.4."

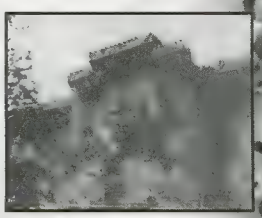
You start at "38." You might want to use your Repel spell, as you're plunged into a vicious fight. The switch at "39" opens the door north. Save your game at the save post, "40," before proceeding.

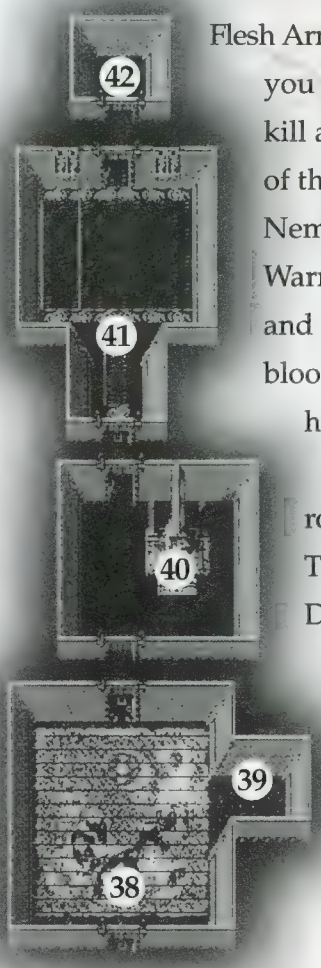


At "41" you're attacked by Nemesis Warriors and William himself carrying a Soul Reaver—if you haven't already cast Repel, do so now.

While protected by the blue dome, switch to your own Soul Reaver and cut him down. Or, if you have little or no magic, or if you are low on blood, switch to Axes and your Flesh Armor. The Axe combo works well here, and with the Flesh Armor you can kill all of the Nemesis Warriors and still suck up their blood—they're all human, don't forget.



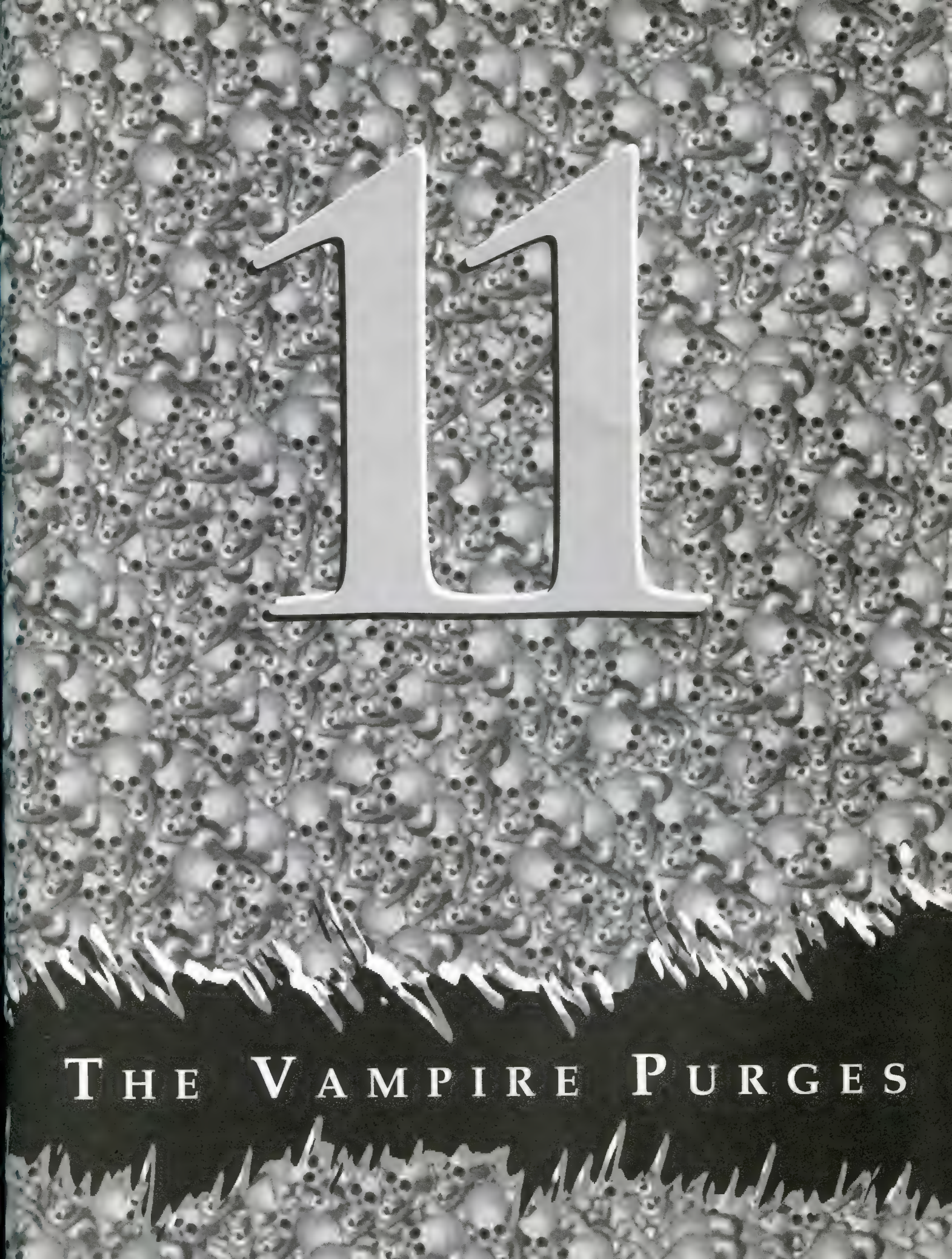




In the northern room, "42," you find a Time Streaming Device.

Grab the device—you're transported back to your own time.

INDOOR 10.4

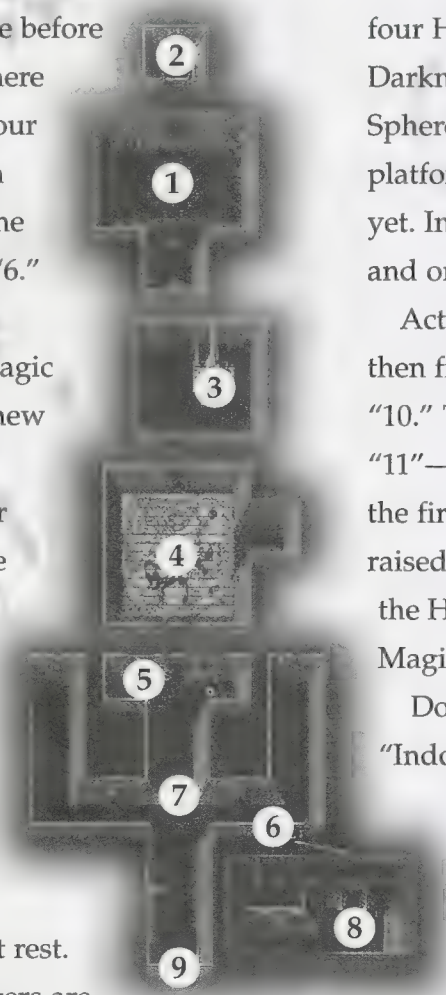

11
THE VAMPIRE PURGES

The Death of the Circle

You appear in the same building, but 50 years later in time. The Legion of Nemesis is no more, their leader having been killed long before the army was formed.

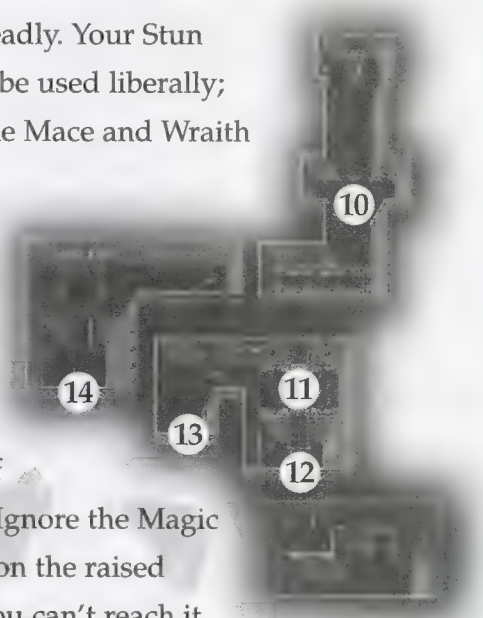
Listen to the Vista at "1." Move north and get the Blood Vial from "2," though by now your health meter has probably reached its maximum height.

Save your game at "3," then prepare for battle before moving on to "4," where you meet ghosts of your former victims. When you get to "5," flick the switch to open door "6." Don't touch the other switches. There's a Magic Sphere at "7," and a new enemy to face: the Vampire Hunter. Your slaying of William the Just 50 years ago did more than destroy the Legion of Nemesis—it also turned the population against vampires. Your sword arm cannot yet rest. In fact, Vampire Hunters are quick and deadly. Your Stun spell should be used liberally; otherwise, the Mace and Wraith Armor make a good combo.



INDOOR 11.1

In room "8" you find four Heart of Darknesses. Ignore the Magic Sphere seen on the raised platform—you can't reach it yet. Instead, go south at "9" and on to map "Indoor 11.2."

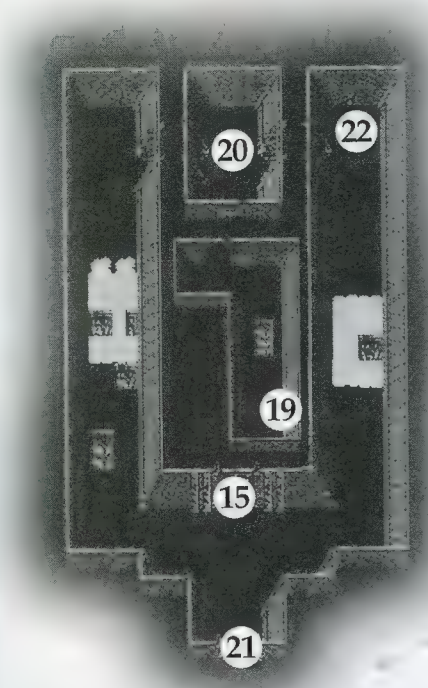


INDOOR 11.2

Activate your Repel spell, then fight your way to the Magic Sphere at "10." There's a new type of Vampire Hunter at "11"—fight well. The door at "12" is open for the first time in the game, and leads to the raised area in the room where you found the Heart of Darknesses earlier—grab the Magic Sphere.

Door "13" leads to door "15" on map "Indoor 11.3," door "14" to "16" on "Indoor 11.4." Grab the Energy banks at "17" and the Magic Sphere at "18," then go back and use door "13."

After arriving at "15," go through the hole in the wall at "19" and pick up the



INDOOR 11.3

Magic Sphere at "20." Press the switch to open the door at "21." Before you leave for map "Indoor 11.4," though, grab the Magic Spheres at "22" and "23."

The door south from "23" is now blocked—go east, then north to "24."

Mist your way to the Rune Triangle at "25," then make your way to the Magic Sphere at "26." There's another at "27."

At "28," grab the Magic Sphere and flick the nearby switch to open the door north. Go through the hole in the wall to the new room, "29." Press the switch in the northern wall. There's another Magic Sphere at "30," and yet another at "31." At "32," there's a Blood Vial.

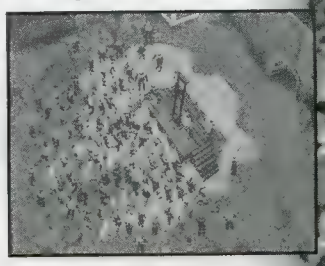
When you're done, make your way to the save room at "33." There's a Heart of Darkness in each corner and a Magic Sphere near the southern door.

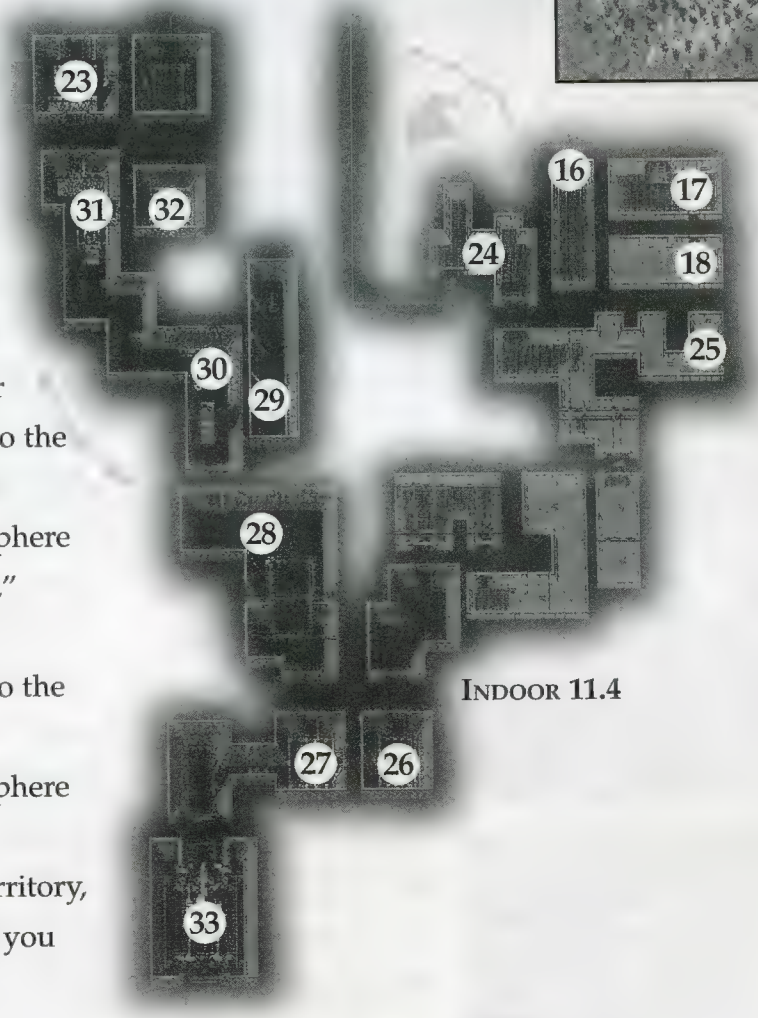
Head south through now-familiar territory, listening to the Vistas on the way, until you get to map "Outdoor 11.1."

Moebius

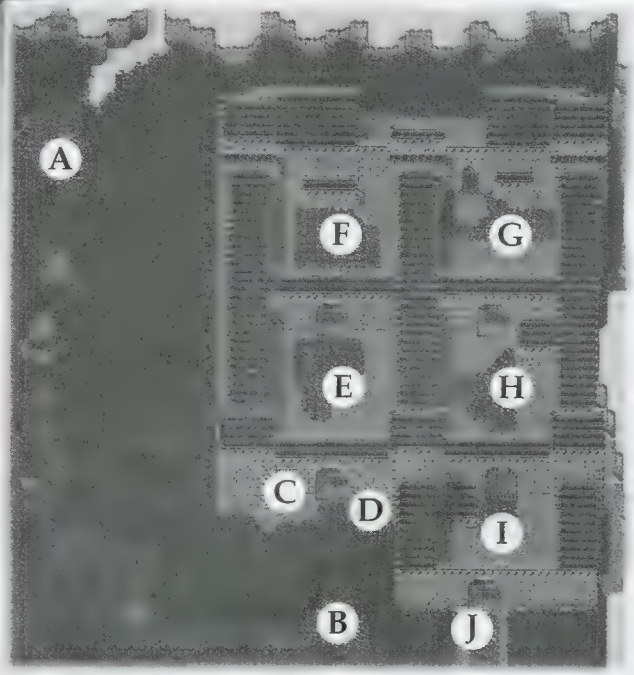
Make your way south, down the path marked "A," killing Vampire Hunters and listening to the Vista on the way. There are several Heart of Darknesses at and around "B" and Energy Banks at "C." Don't miss the Heart of Darkness at "D" either.

When you arrive at "E," you see a gruesome spectacle—the townsfolk gathered around a guillotine, baying for blood.

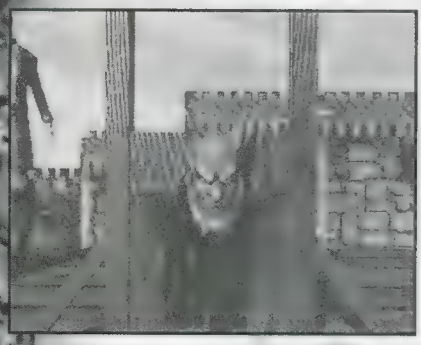


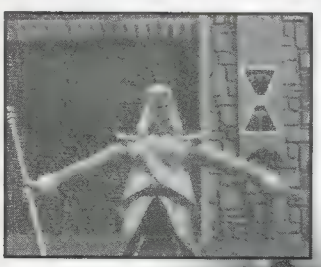


INDOOR 11.4



OUTDOOR 11.1





As you approach, you recognize their unfortunate victim as Vorador himself.

You wince as the blade crashes down and the executioner holds aloft his severed head.

It would appear, however, that they have not yet finished. A rabble-rouser stirs the crowd into a state of near-frenzy, urging them to attack you, the last vampire.

How could you have been so naive? The rabble rouser is none other than Moebius, member of the Circle of Nine. He's also the Oracle of Nosgoth and the Time Streamer. How much of your quest has been planned by him? How far have you been conned? Right now you have no time to wonder, as the townsfolk attack with a passion.

To defeat the murderous citizens, just let off a Pentalich of Tarot. Move to "F" and do the same with the second wave. When you reach "G," the gate shuts behind you. Don't worry. This is where you must first do battle with Moebius.

Ready your Repel. When he disappears, follow him to "H." Defeat the champion he summons from time, then chase Moebius to "I" where you must beat a warrior from the future. Keep your Repel up, using Energy Banks if necessary. When the warrior falls, Moebius leaps from his pedestal and attacks—he falls to a single blow. Arrogant to the last, he sneers at you, saying you will die soon.

With undisguised contempt, you point out that you're dead already and behead the foul beast.

Move south to "J" where you automatically turn into a bat and fly to the pillars.

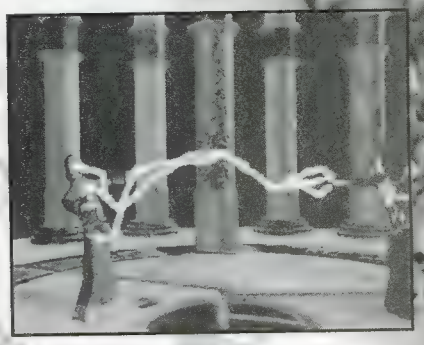
At the Pillars

As you approach the Pillars, you see Mortanius arguing with Anacrothe.

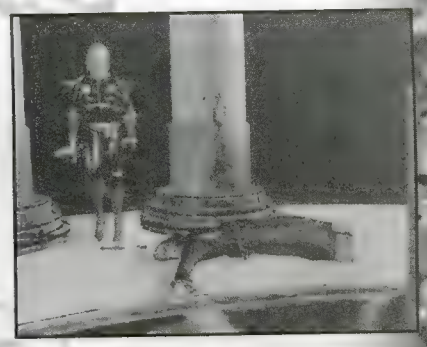
You discover Mortanius was responsible for your death and rebirth as a vampire. The Circle, he says, grew old and corrupt—Nupraptor's madness only served to expose its failings.

Ariel, he argues, betrayed the Circle by falling in love with Nupraptor. How could she govern the Pillar of Balance when she was so obviously allied with the mentalist? Mortanius killed Ariel, after which Nupraptor spread his madness by attacking the entire Circle with a psychic tsunami. The guardians of the Pillars had already become corrupted by their refusal to let their power go when their time arrived. Nupraptor's actions sent them completely into chaos. Now the Circle must die so the world may live.

Anacrothe disagrees, arguing the Circle exists for them, not they for the Circle.



A fight ensues, and Mortanius emerges victorious. Kain steps from behind the Pillars and points out a flaw in Mortanius' logic. "If the Circle is to die, you must die too," he says.

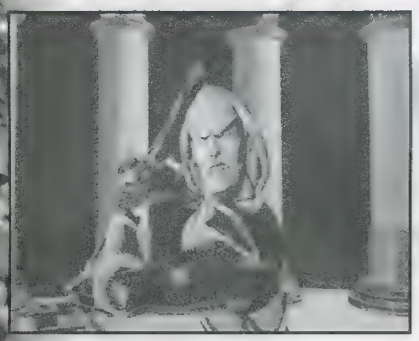


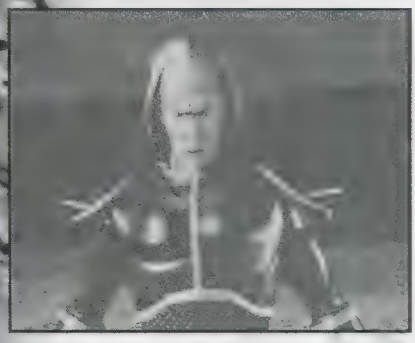
After all, Mortanius himself is a member of the Circle, keeper of the Pillar of Death. Far from showing fear, he says he will embrace his fate.

Alas, he doesn't die without a fight. Cut your way through his undead hordes, and take on Mortanius himself.

After a few strikes, the Necromancer morphs into a hideous demon.

Claiming Kain has served him well, he attacks once more.

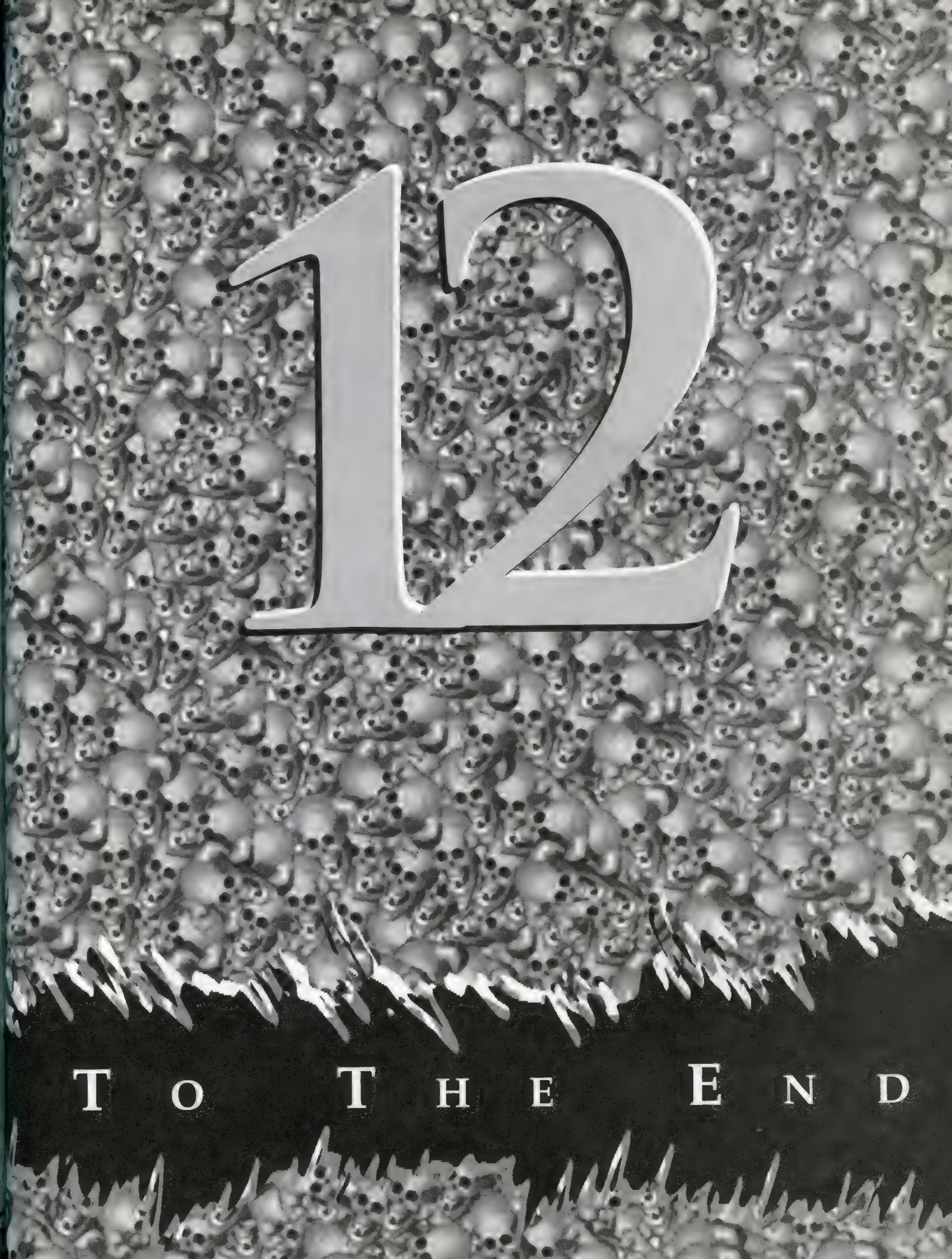




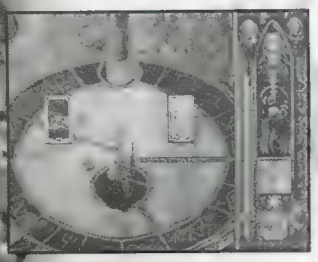
"I serve no one," argues Kain, readying his sword.

As you're returned to the fight at the pillars, you find the Scales of Anacrothe and Mortanius' Death Orb. The pillars of Death and Statues are righted, but you've no time to celebrate—Mortanius' demon still fights.

To defeat the monster, first cast a Repel. Keep this up at all times, using Energy Banks when your magic fades. Keep switching to the Soul Reaver—you can't use magic while using it, so you must swap weapons when your Repel needs renewing or you need another Energy Bank. When the monster falls, you're offered the chance to save your game. Do so.


12
TO THE END

The Terrible Decision



Kain now faces a terrible choice.

He's told he is now the keeper of the Pillar of Balance. It is for him to decide the fate of the world. Does he sacrifice himself and allow the last pillar to be righted, or disregard the world and rule it in its death?

You must now make that choice. Do you heal or damn the world?

Damn the World

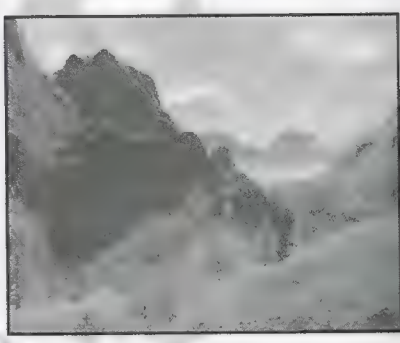
Choose the card showing corpses, skeletons and desecration to save yourself and rule Nosgoth in its death.

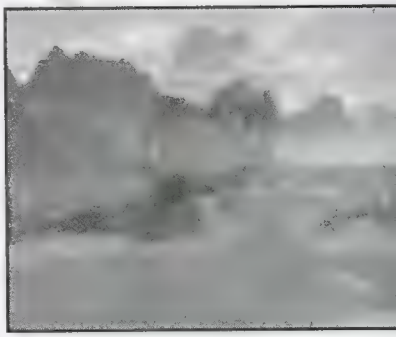
Once you have embraced your power, you realize Vorador was right. Vampires are gods, dark gods, and it is your duty to thin the herd.

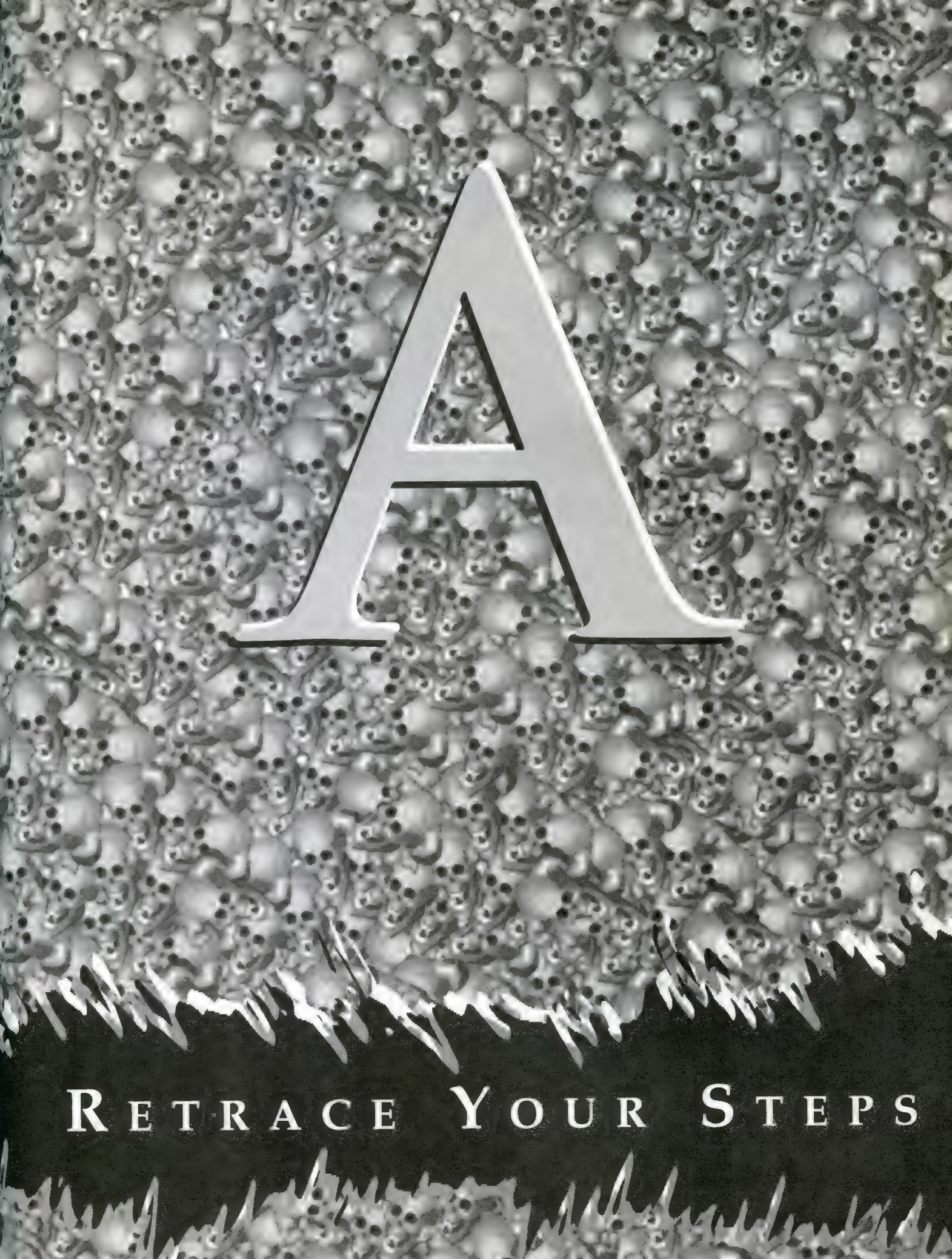
Heal the World

Choose the card depicting healed pillars and mountain ranges to sacrifice yourself and save Nosgoth.

"In life he was unknown, a petty nobleman," muses Ariel. "In death he was unknown, but by choosing oblivion, he restored balance." Your selfless sacrifice has saved Nosgoth, now once more a green and pleasant land.






A
RETRACE YOUR STEPS

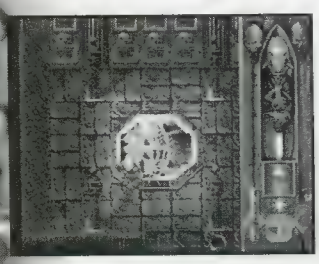
The Lost Treasures

As you battle your way through Nosgoth, you find artifacts and items that enhance your ability to explore. The wolf form lets you leap over previously impassable obstacles, the mace allows you to smash standing stones blocking your way, and certain Blood Fountains offer increased strength as well as health.

By the time you find these things, however, you have already passed several places where they can be usefully used. By retracing your steps using Bat Beacons, the Sanctuary spell, and a fair amount of walking, you can grab goodies and uncover secrets you might otherwise have missed. These tips offer some of the hidden areas you can find, but only those which require backtracking. Similar areas found *after* the artifact needed to explore them are described in the main text.

Run with the Wolf

After finding the wolf form, you can leap on to raised areas, over bars and even fences. Sometimes previously inaccessible power-ups can be found.

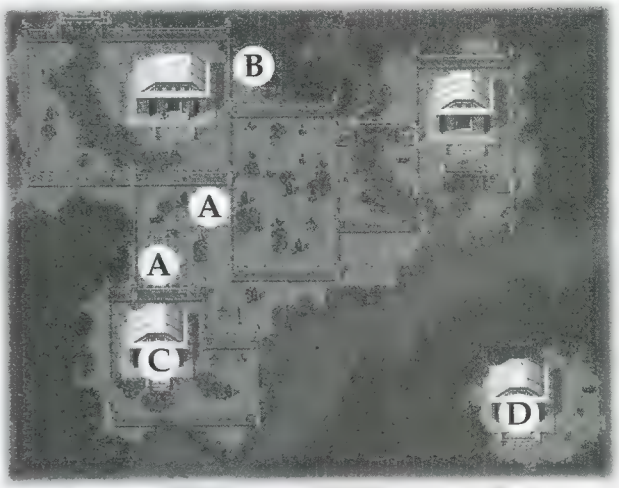


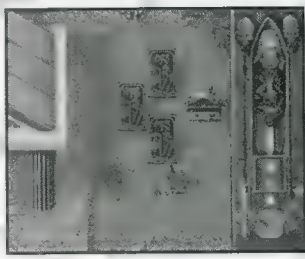
- Remember the railed graveyards around the crypt at the start of the game? By leaping over the railings, you can find all manner of things. The power-ups on offer are…

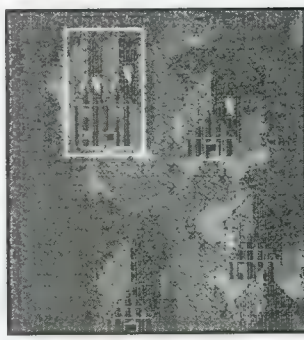
A: Blood Bottle

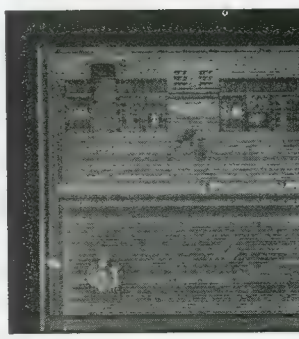
B: Flay

Inside building "C" is a teleport to building "D." Outside it are three Pentalich of Tarots.







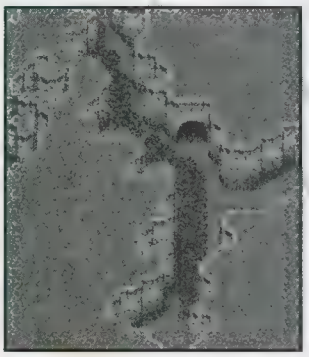


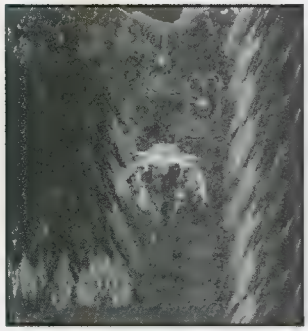
- Go to building "A," map "Outdoor 2.2." Now that you have the wolf form, you can jump the bar. Kill the citizen and walk

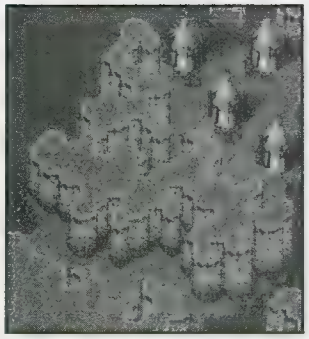
into the red glow in the right of the room. A door opens in the north wall, leading to a teleport which in turn takes you to the Flay Spirit Forge on map "Outdoor 3.1."

Mace Breaks

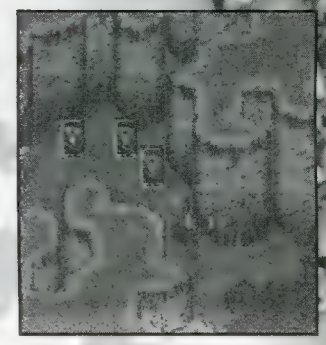
The mace does more than smash people's faces. It can also open iron chests and shatter standing stones blocking your way. You find several such stones before you find the mace itself...



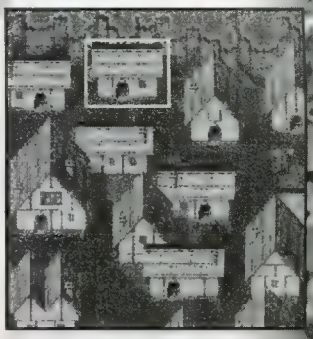


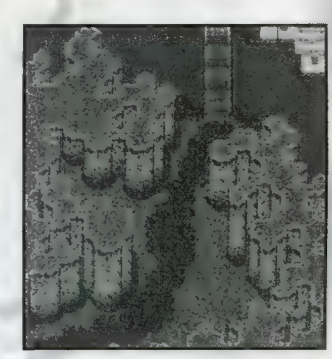


- The cave at the top of map "Outdoor 3.4" can only be fully explored with the mace. Use it to smash the ugly statues and collect the collectibles. There are plenty of Heart of Darknesses, Flays, captives and more.
- The valley running under the gypsy camp near Vasserbünde, map "Outdoor 3.5," is blocked by a standing stone. Smash it down—as well as the three Heart of Darknesses, there's also a Flay on offer.
- Also on map "Outdoor 3.5" is this house, found between houses "E" and "G." Smash your way in and loot it for two Putresces.



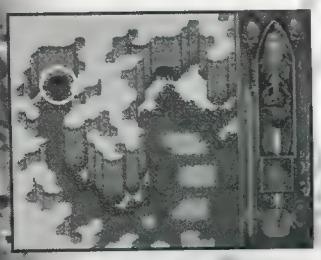
- A third mace smash on map "Outdoor 3.5" is this valley on the left-hand side of the playing area, below the bridge. Behind the pillar are two Putresces, a Flay and an ever-useful Heart of Darkness. Smash the obstacle and grab 'em.

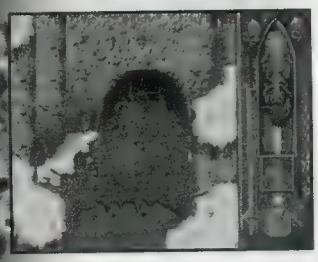


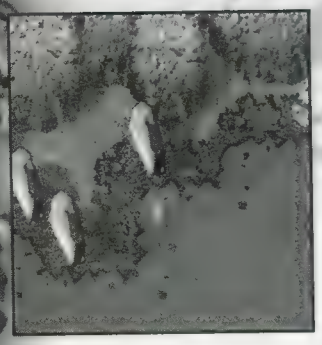


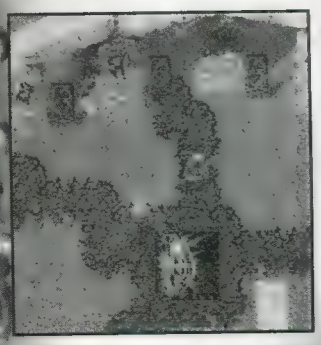
Mist Drifts

Some areas are inaccessible until you have the mist, usually because you need to cross water. By the time you reach the stone keep and get the mist form, you have probably spotted several of these on your travels, but are they worth returning to? Read on...

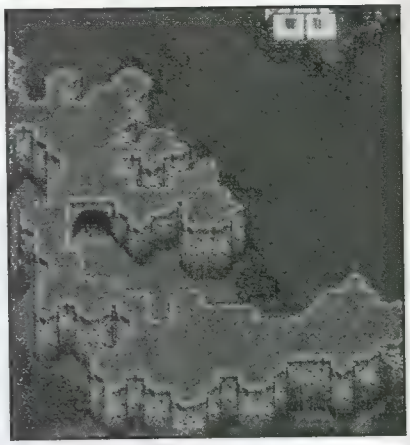


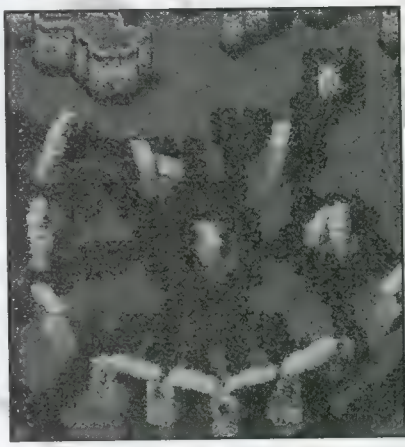






- This cave on map "Outdoor 8.2" can be reached quite easily in mist form. Inside is a fairly standard dungeon full of blobs, ice and spikes—use the mist as much as possible. Collectibles include a Putresce, a Blood Vial and a rune triangle. Grab 'em and run, but make sure you have enough magic energy to get back over the water on the way out.
- To get to the cave at the top of map "Outdoor 3.3," you need more than the mace—these stones are unbreakable. Use the mist form to get around them. In the cave there's a teleport taking you to a bonus area filled with Orange Wizards and collectibles, the battle taking place around Stonehenge. Fight well. Step back on to the design in the center of the stones to return to the cave.

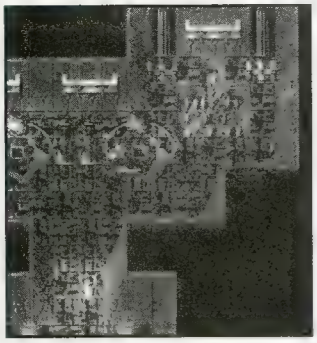


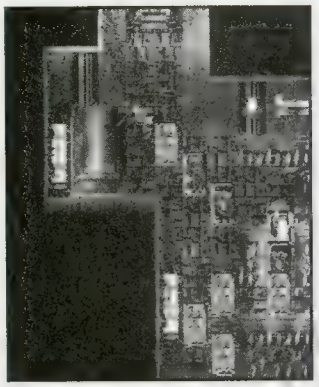


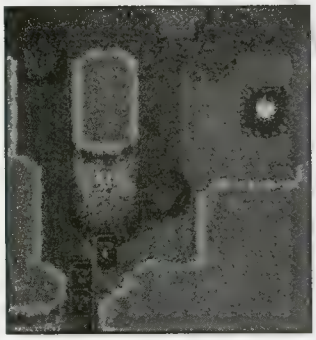
- The cave at the foot of map "Outdoor 3.3" is also inaccessible without the mist form. Inside, smash the stone with your mace and use the teleport. It leads to another battle at the stones, this time against Zombies. Fight the good fight and grab the power-ups, then return to the teleport design to return to the cave.

Brute Force

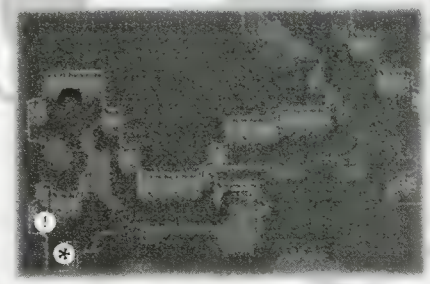
With your strength enhanced by drinking from the Blood Fountains, you can push boulders that were previously immovable.

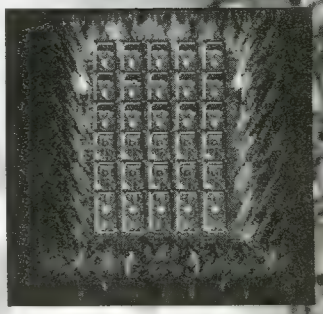


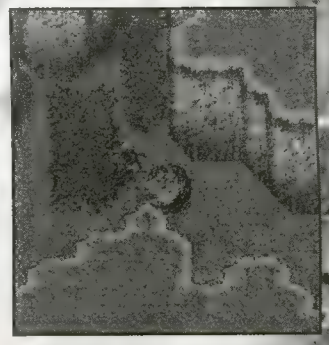


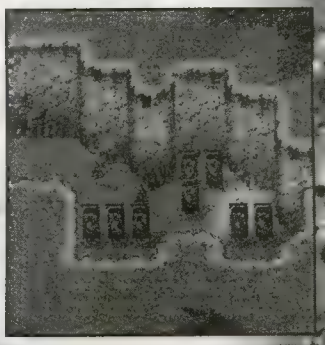


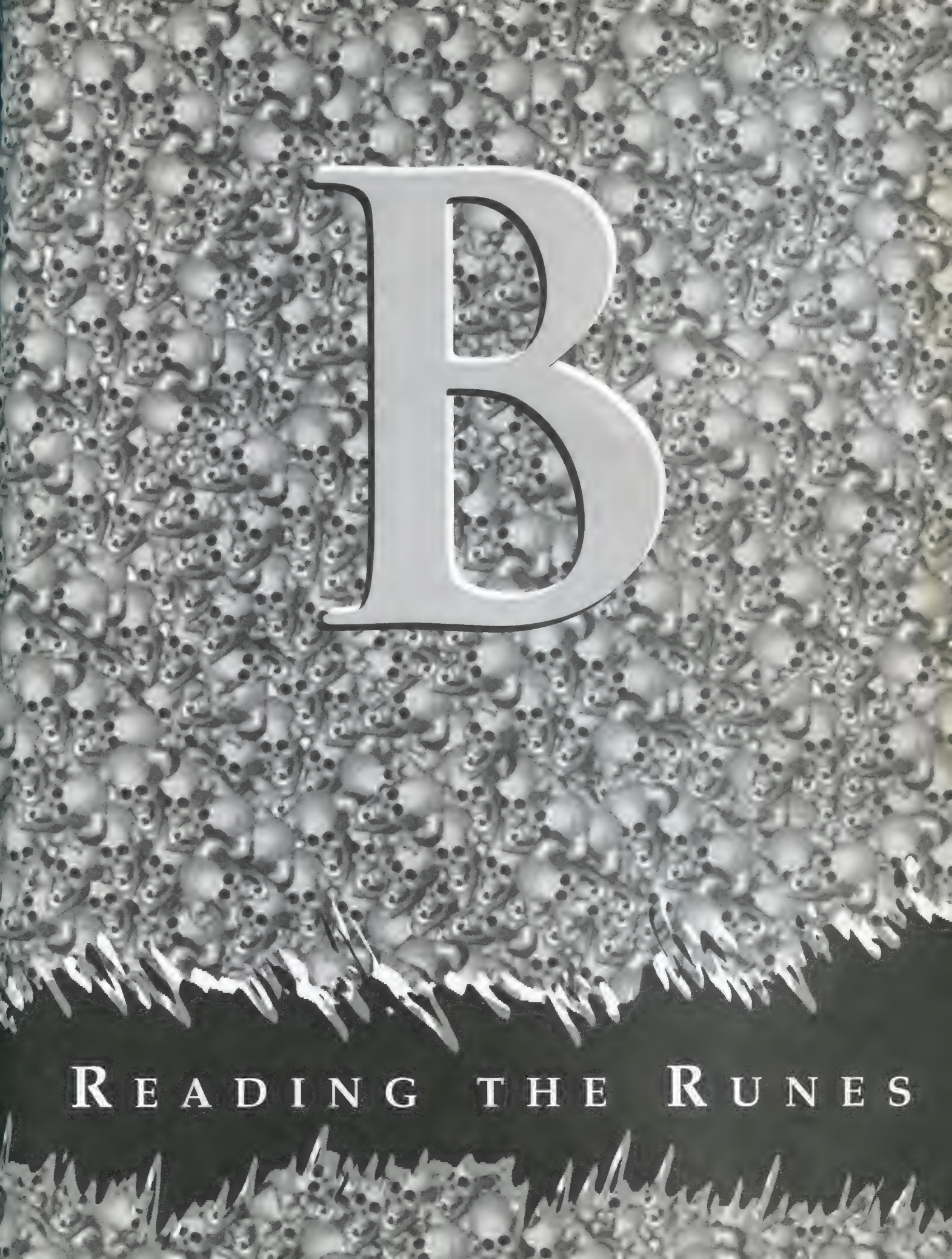
- These two boulders, at the top of map "Indoor 2.2," move to reveal two switches. Tread on them both to open a door in the southwest corner of the same room. As you can see, the results are well worth it.
- You also need to push boulders to get to these Heart of Darknesses found on "Outdoor 9.2." In order to avoid blocking your own way, stand north of the oval plateau shown, push as far south as you can, and then move left. As long as you're as far south as you can reach, standing to the right of the boulder shown being pushed, you should make it. After you've got 'em, move south and then east along the coast to the cave as shown, and use your Mind Control spell to explore. The northern chamber holds an unbelievable array of goodies.
- This boulder, marked with an asterisk on map "Outdoor 3.4," can be pushed when you have sufficient strength. Follow the valley east for Heart of Darknesses, a Rune Triangle and a Blood Vial.
- Here on "Outdoor 7.3," a boulder blocks your way to the gate. Push it out of the way, go through and head for the cave beyond, picking up the Blood Bottle (!) and Magic Sphere (*) on the way. Use your axes to chop the trees and enter.










B
READING THE RUNES

More Treasures

Several times during the game you find curious inscriptions written using Nordic runes. With our great chart you can read each and every message. Check out our translation here too. Perhaps you can find other runic messages hidden within the game...

A B C, K D E

F G H I J

K See "C" L M N O

P Q * R S T

U V W X * Y

Z

* not used

The Map

This curious scroll, found in the corner of the main World Map given away with this book, releases its secrets when measured against our key. It says, appropriately enough, "All secrets are shown."

The Road To Avernus

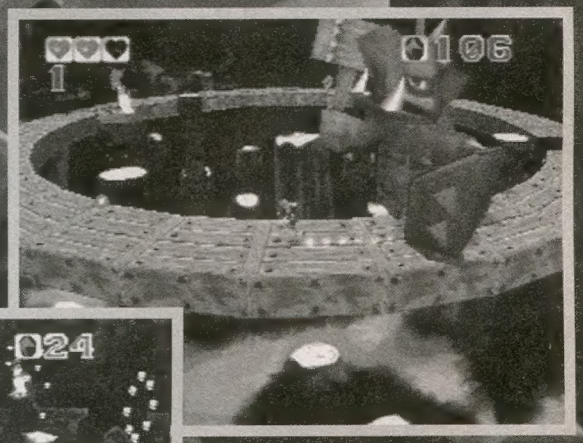
As you wind your weary way along map "Outdoor 8.1" toward Avernus, you see this runic inscription. For what it's worth, the sign reads, "He will come when the moon is full and leave to call death from the sky." When you've explored beyond the gate you understand why.

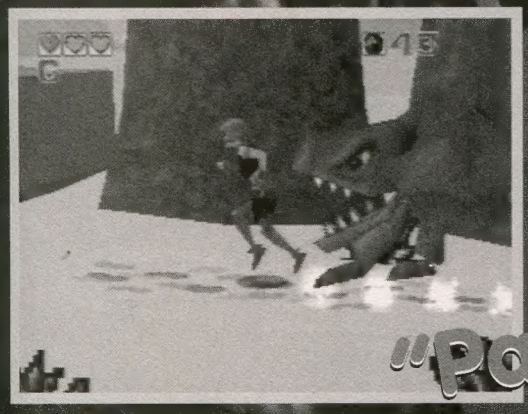
Nosgoth's Blood Script

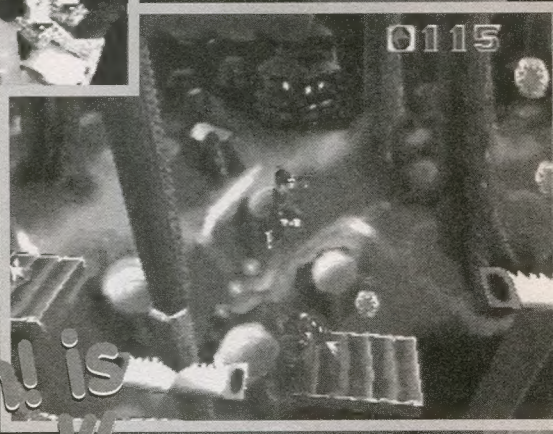
This runic text is found in the secret room on map "Indoor 2.2." For details on how to get there, check out the "Brute Force" section in Appendix A. It's simply the alphabet used in the game, as offered above.

Pandemonium!

- The fastest-paced 3D character action game!
- Endorphin overload! Freestyle 3D camera action showcases the huge, brilliantly detailed 3D worlds.
- Starring the acrobatic team of Nikki, Fargus and a demented puppet-on-a-stick named Sid.
- Tons of variety! Shape-change from a bull-dozing rhino to a fire-blasting dragon.







"Pandemonium! is pure rocket fuel"
-PSExtreme magazine

PlayStation™

Crystal Dynamics, the Crystal Dynamics logo, the GEX character, Pandemonium!, and the related characters are trademarks of Crystal Dynamics. © 1996 Crystal Dynamics. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

CRYSTAL DYNAMICS™

Now Available from Prima—Video Game Books

3DO Game Guide	$16.95
Battle Arena Toshinden Game Secrets: The Unauthorized Edition	$12.95
Behind the Scenes at Sega: The Making of a Video Game	$14.95
Breath of Fire Authorized Game Secrets	$14.95
Breath of Fire II Authorized Game Secrets	$14.95
Complete Final Fantasy III Forbidden Game Secrets	$14.95
Donkey Kong Country Game Secrets the Unauthorized Edition	$9.95
Donkey Kong Country 2— Diddy's Kong Quest Unauthorized Game Secrets	$12.99
EA SPORTS Official Power Play Guide	$12.95
Earthworm Jim Official Game Secrets	$12.95
Earthworm Jim 2 Official Game Secrets	$14.95
GEX: The Official Power Play Guide	$14.95
Killer Instinct Game Secrets: The Unauthorized Edition	$9.95
Killer Instinct 2 Unauthorized Arcade Secrets	$12.99
The Legend of Zelda: A Link to the Past— Game Secrets	$12.95
Lord of the Rings Official Game Secrets	$12.95
Maximum Carnage Official Game Secrets	$9.95
Mortal Kombat II Official Power Play Guide	$9.95
Mortal Kombat 3 Official Arcade Secrets	$9.95
Mortal Kombat 3 Official Power Play Guide	$9.95
NBA JAM: The Official Power Play Guide	$12.95
Ogre Battle: The March of the Black Queen— The Official Power Play Guide	$14.95
Parent's Guide to Video Games	$12.95
PlayStation Game Secrets: The Unauthorized Edition, Vol. 1	$12.99
Secret of Evermore: Authorized Power Play Guide	$12.95
Secret of Mana Official Game Secrets	$14.95
Street Fighter Alpha—Warriors' Dreams Unauthorized Game Secrets	$12.99
Ultimate Mortal Kombat 3 Official Arcade Secrets	$9.99
Urban Strike Official Power Play Guide, with Desert Strike & Jungle Strike	$12.95

To Order Books

Please send me the following items:

Quantity	Title	Unit Price	Total
_____	_____	$_____	$_____
_____	_____	$_____	$_____
_____	_____	$_____	$_____
_____	_____	$_____	$_____
_____	_____	$_____	$_____
_____	_____	$_____	$_____

By Telephone:
With MC or Visa, call 800-632-8676, 916-632-4400. Mon–Fri, 8:30–4:30

WWW:
{http://www.primapublishing.com}

Orders Placed Via Internet E-mail:
{sales@primapub.com}

By Mail:
Just fill out the information below and send with your remittance to
Prima Publishing
P.O. Box 1260BK
Rocklin, CA 95677–1260

Shipping and Handling depend on Subtotal.

Subtotal	Shipping and Handling
$0.00–$14.99	$3.00
$15.00–$29.99	$4.00
$30.00–$49.99	$6.00
$50.00–$99.99	$10.00
$100.00–$199.99	$13.50
$200.00+	Call for Quote

Foreign and all Priority Request orders:
Call Order Entry department
for price quote at 916/632-4400

This chart represents the total retail price of books only (before applicable discounts are taken).

Subtotal $_____
Deduct 10% when ordering 3–5 $_____
7.25% Sales Tax (CA only) $_____
8.25% Sales Tax (TN only) $_____
5.0% Sales Tax (MD and IN only) $_____
Shipping and Handling* $_____
Total Order $_____

My name is _____
I live at _____
City _____ State ____ Zip _____
MC/Visa # _____ Exp. _____
Check/Money Order enclosed for $ _____ Payable to Prima Publishing

U.S. $14.99
Can. $19.95
U.K. £11.99

Electronic Entertainment

BLOOD OMEN LEGACY OF KAIN™

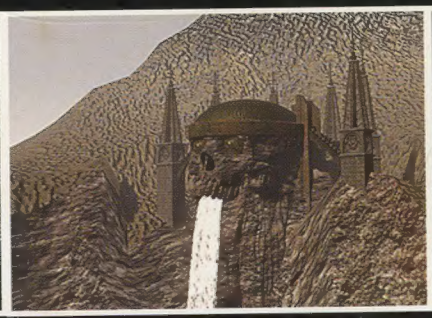
ENTER A DARK LAND OF BLOOD AND RETRIBUTION!

You're Kain, a reluctant vampire sworn to avenge your murder. Doomed to feed upon the blood of the innocent that surround you. Forced to explore the vast, medieval world of Nosgoth to uncover the secrets that will return your mortality.

BLOOD OMEN: LEGACY OF KAIN™ OFFICIAL GAME SECRETS IS YOUR ROAD MAP TO NOSGOTH

BONUS! FULL-COLOR WORLD MAP!

- DETAILED SECTION MAPS KEEP YOU ON TRACK THROUGH THE 100,000+ SCREENS THAT ARE NOSGOTH
- MAXIMIZE YOUR MAGIC AND WEAPON TACTICS
- LEARN HOW TO TAKE DOWN THE WICKED BOSSES
- TRACK THE EPIC STORY ACROSS 80+ HOURS OF GAMEPLAY



Live the life of the undead!

This book is your key to increasing your body count.

Ian Osborne has over six years' experience as a computer journalist for leading UK computer magazines. He has written several game books for Prima.

Platform:
Sony PlayStation™

PRIMA'S SECRETS OF THE GAMES®

SECRETS OF THE GAMES®
A Registered Trademark
of Prima Publishing

ISBN 0-7615-0363-3

0 86874 50363 2

9 780761 503637 51499